Team Llama Food

Puzzle Dots

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The Project

- Puzzles Dots is a web-based game in which colored dots are manipulated to solve puzzles.
- The game offers short levels with varying complexity and replayability through finding improved solutions.
- Written in Javascript, HTML5, and CSS.

Game Concept

- Pieces move in different directions.

- Players strike two compatible pieces to combine them into a new piece.

- Forming a new piece through gameplay is called a reaction.

- Via experimentation, a player learns new combinations.

- The goal is to bring all pieces into their designated squares.
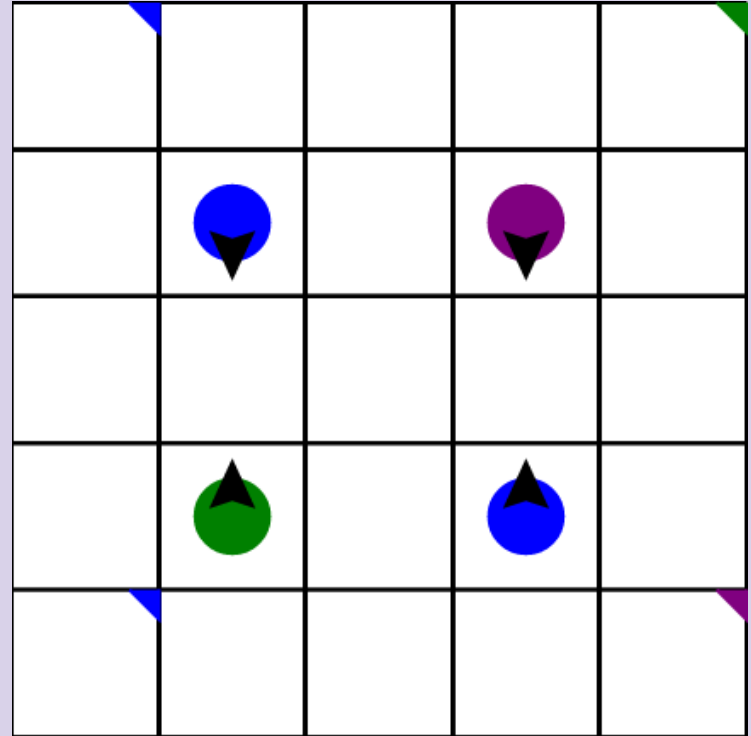
Goals and Challenges

Goals: A fun and challenging game players could enjoy.
A way to share in-game records with other players.

We achieved the first goal, but not the second.

Challenges: Some of us were new to web development.
We encountered cross-browser bugs.

Project Management

Enjoyed

- Consistent line of communication
- Online Scrum Board

Didn't Enjoy

- Frequency of Scrum Meetings
- Fitting meetings into everyone's schedule
- Online meetings

Lessons Learned

- Using GitHub allowed us to sync our work remotely.

- Lack of a prescribed architecture made feature implementation difficult.

- Using UML diagrams in the future would be wise.

Demo Time!