

**Team Llama Food**

# **Puzzle Dots**

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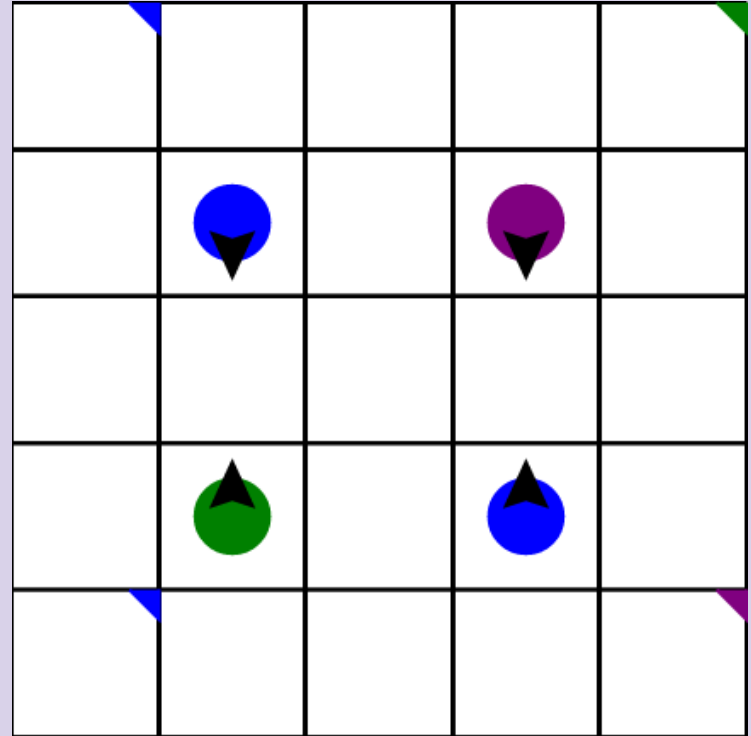
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# The Project

- Puzzle 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 that require less moves.
- Written in Javascript and HTML5 with CSS.

# Game Concept

- Pieces move simultaneously in groups, where each dot can have a different direction.
- When pieces move into each other, different reactions occur.
- Forming a new piece through a reaction is called blending.
- Reactions between pieces can be learned through experimentation or by reading the rules.
- The goal is to pair all pieces and spaces marked with goals by matching colors.



# 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!

**So Swag!**



**I love  
puzzles!**