

ELEC1005 PROJECT - 2

Gluttony mini- game development

Presented by Group - 10



TEAM MEMBERS AND THEIR ROLES

TEAM LEADER, PROJECT OWNER, SCRUM MASTER – NHAT LE

DEVELOPERS – SAMIKSHA AVEG & ADITYA BAHL

TESTERS – KIMBERLIE FU & XUFENG JIANG



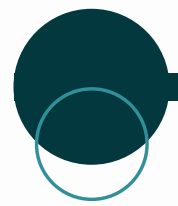
DEVELOPMENT RESULTS

- IMPLEMENTED NEW START SCREEN BACKGROUND
 - IMPLEMENTED GAME BACKGROUND SOUNDS
 - CREATED THREE DIFFICULTY LEVELS
 - INCLUDED BOMB IN THE GAME
 - IMPLEMENTED EATING SOUND
 - APPLIED NEW SNAKE SKIN
 - APPLIED NEW FOOD ITEMS
- CHANGED THE FONT AND COLOR THEME
 - CHANGED THE IN-GAME BACKGROUND

These changes by the development team enhanced the player's game experience by making it more challenging , engaging and fun.

DEVELOPMENT PROCESS

AGILE MODEL USED



FIRST SPRINT

First, some role redistribution is done and the final product's features are planned for the project. Then, developers worked on the game's graphics in the first sprint. Graphics play an important role in engaging the user to continue playing. Some simple test cases are also made for the game.



SECOND SPRINT

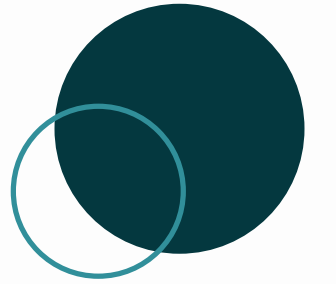
Then, they worked on the creation of the three difficulty levels in sprint 2 which allows the developer to accommodate all types of players and one can play whichever level they want. Also, new snakeskin, food items and in-game background along with eating and game background sounds were added to make the player's experience more engaging. More advanced test cases are also made.



THIRD SPRINT

The development pair added bombs to each level and also increased the snake's speed in medium and hard levels so that any group of players can play this game. However, the team lost one tester at the beginning of the sprint so work was also redistributed. Finally, the report was also done in this sprint.

SUMMARY OF OUR WORK & TOOLS USED IN OUR PROJECT



GITHUB

Used to manage the game program and other files related to it. Github Desktop was also used to make the process of committing and updating the repo easier for all the members.

JIRA

Used to maintain the documentation of all the tasks done in the agile development process and keep a check that the work assigned is being completed on time.

AGILE DEVELOPMENT

To switch from the Waterfall model to Agile, the group had to redistribute roles, develop sprints and have a more frequent meeting.

The background is a solid dark teal color. In the top-left corner, there is a white square. A horizontal teal line extends from the left edge of the square across the top of the teal area. In the top-right corner, there is a white square. A vertical teal line extends from the bottom edge of the square down the right side of the teal area. In the middle-right area, there is a large teal circle and a smaller white circle with a dark teal outline, partially overlapping the teal circle.

THANK YOU!