

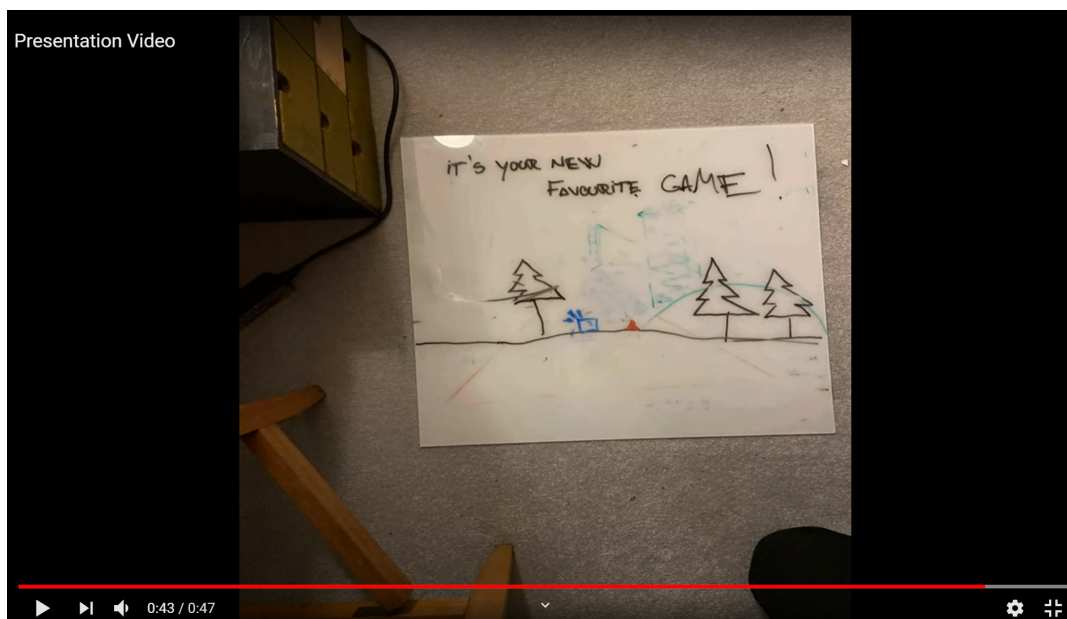
Presentation - Week 2 -

Team Cyan

Week 2

30.10.2020

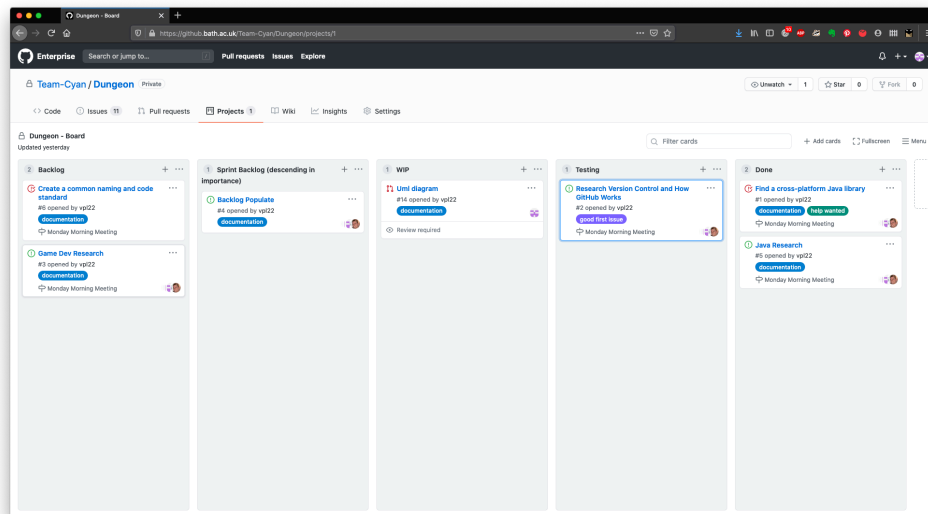
Previous Presentation



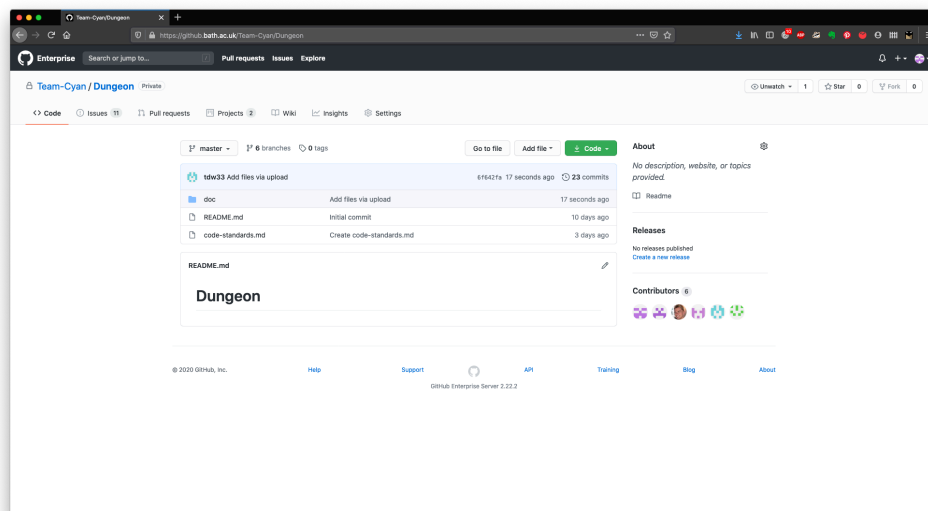
This Sprint

Self organised

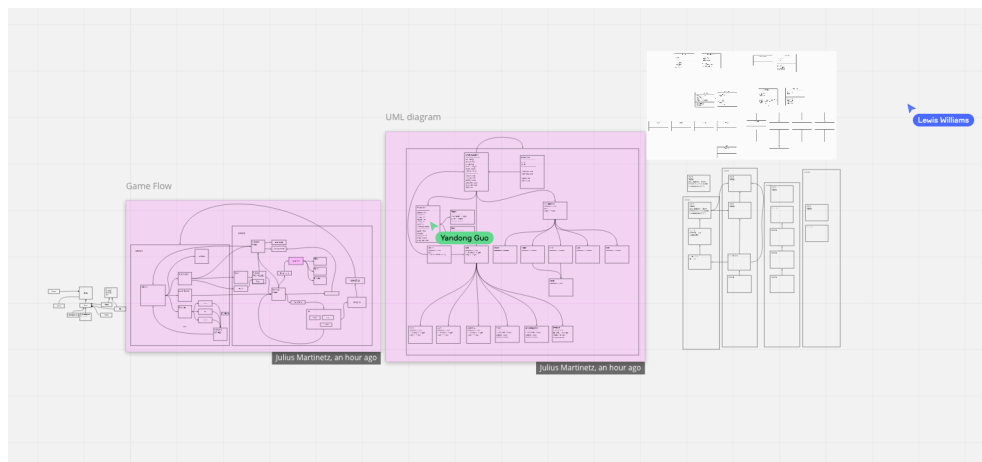
- github project



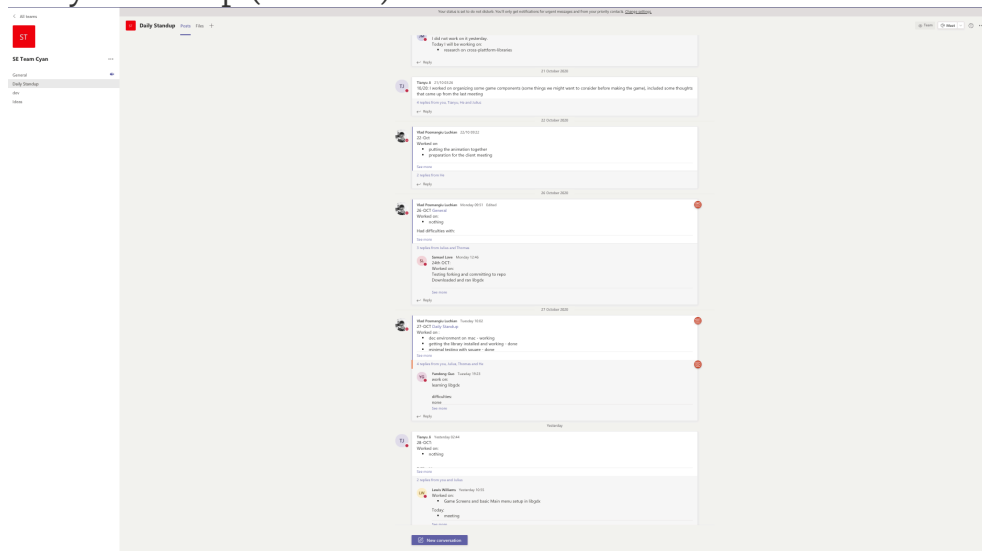
- bath.github repository



- Miro board



- daily stand-up (SCRUM)



Code Base

- Java Language choice
- decided to use libGDX
- Naming conventions and code standards

```

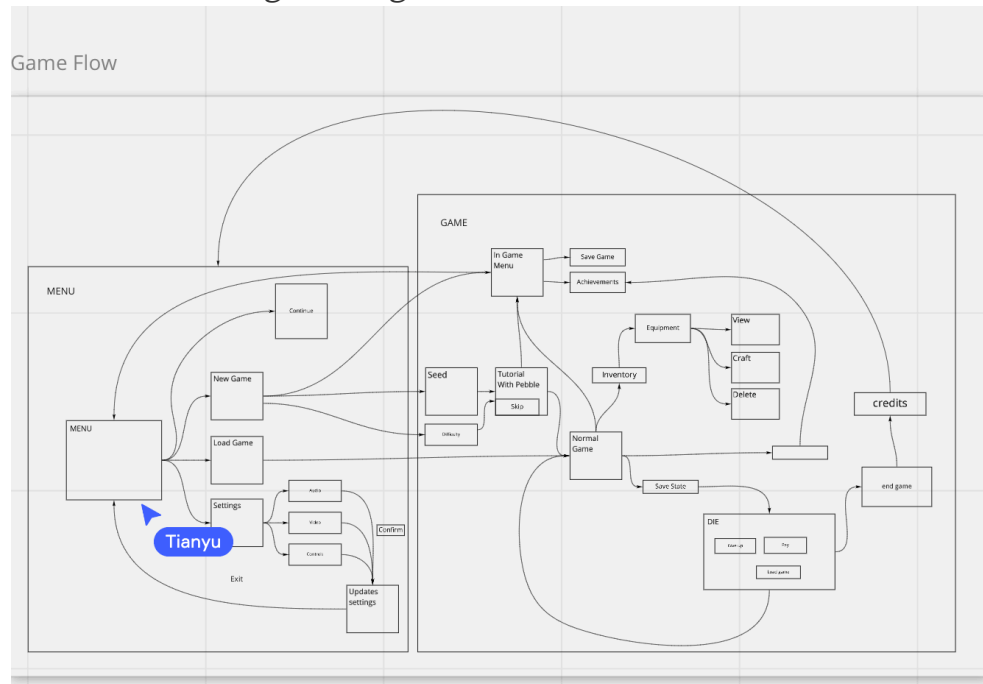
4 lines (4 sloc) | 179 Bytes
Raw Blame

1. Sprite variable names: start with 'spr'
2. Character variable names: start with 'cha'
3. functions: lower CamelCase (i.e. 'twoWords')
4. Sound variable names: start with 'snd'

```

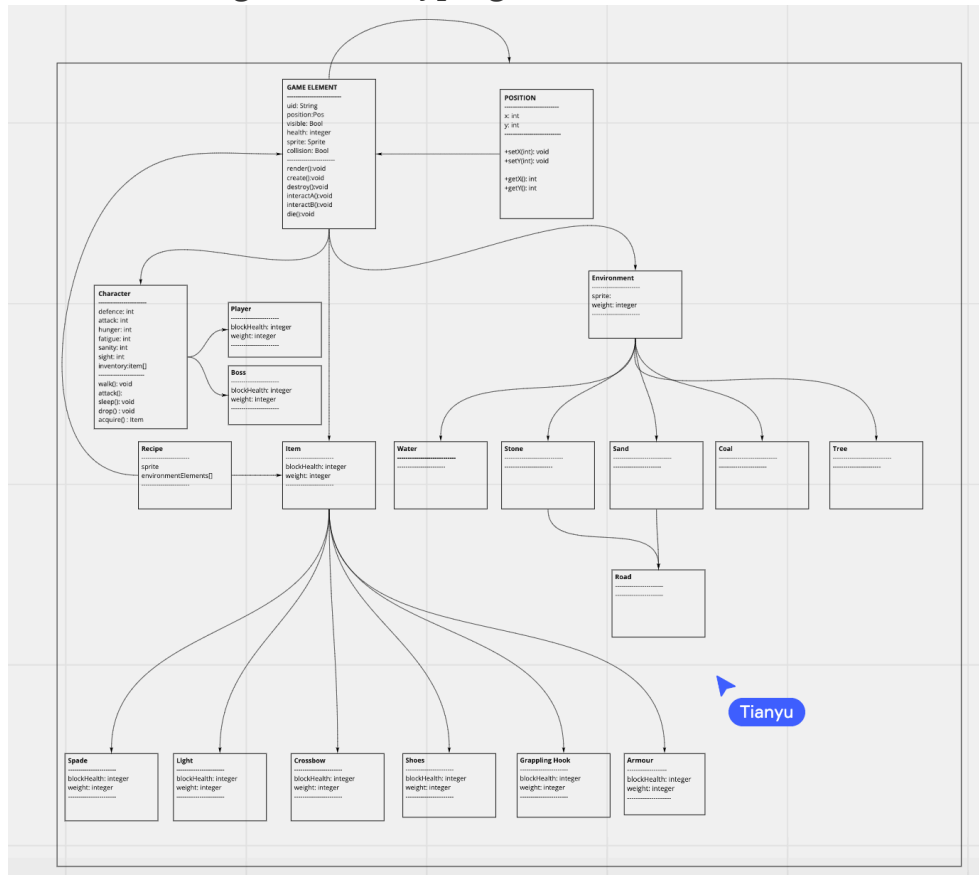
Software Architecture

- Looked into the general game architecture



- decided on features
- decide on menu files

- Class UML Diagrams and typings



Game updates



- Pebble back-story
 - Pebble is helping you because it is maltreated by his fellow rocks due to the fact the it is a small rock
 - Pebble could be an imagination of your confused mind (like Wilson)
- Game names?
 -

Next Sprint

- General continue on current work
- Carry on using Stand-ups
- all using common repository
- start writing tests
- Get some menu screens
- decide on artwork style
- decide on soundscape

Art Style Proposals Conversation

