SIT 254 Week 1 Agile Document

# Team member:

* Thanh Nguyen (Tim) – Programmer, Scrum master
* Nam – product tester,
* Nina Rae – Designer, Product Owner,
* Timothy Thian - Programmer

# Retrospective:

Team initiate the project and its features, then breakdown into tasks.

## Game Concept that is viable to make:

1 – Nina : Sheepville

2 – Nam: Nightmare Lord

The team choose Nina’s project as the original project (Project A) to start working on based on the team’s poll. Refer to Nina’s report for further detail of the game.

However, Nam’s game is considered as a backup (Project B) in case the team is incapable of following the original idea.

## Tool set A for the project:

* Game Engine framework: Unreal Engine
* Version control solution: Git (GitHub)
* Communication: Zoom and Slack
* Task management: Trello

This tool set focus on productivity for advanced programmer to work on, provide professional tools for maximum efficiency.

## Tool set B for the project:

* Any game engine or Frameworks that can make a proper game (Unreal, Unity, Flash, Game maker Studio)
* Storage: Google Drive or Onedrive
* Communication: Zoom, Slack
* Task management: Trello

This tool set aim for beginners who are not familiar to the Git system, also provide a versatile and easy way to make a game.

## Strategies for the team:

Plan A: Project A and Tool set A

Plan B: Project A and Tool set B

Backups: Project B with any tool set.

## This week tasks:

Team meet up for the first time.

Team consider and decide to work on a plan, based on personal capabilities.

The team discussing about what the user expected to see in the game, breakdown the report into features, and compiling into tasks.

Next week:  
Retrospective meeting on Zoom

Assign tasks to members

Starting to work on the project