Group Game Programming

Corey Hall, Ross Laverty, Ash Karir, Tom Macpherson

IMAT 3905

# Source Control & Project Management

The project was created on the 6th of February by Ross who then sent an invitation to the project to Corey however the other two were never added to the github repository as they didn’t show up to the labs, we had originally planned to do weekly meeting in the labs but due to it being too challenging to find a lab that suited everyone and fit around their timetable and also lack of attendance resulted in infrequent group meetings and because of this no one really knew what they were doing. As two of the group lived in the same house there were informal discussions on the nature of the project that were not formally documented.

Ross decided to handle the level editor aspect of the game while Corey was originally undecided, Ross helped in deciding on a task best suited towards his abilities, which was Physics, and they helped each other during development including mentoring on how to add new external libraries to the project such as imgui and bullet. It was never decided between Ash and Tom which part of the project they would contribute as there was never a formal group meeting. Towards the end of the project in early April it was made known to us that Ash would be retaking the year and while he offered to help with the project it was too late to be of any use and Tom showed no signs of being interested in contributing towards the project and as a result the group was left to just two members to contribute to the final project. After some trial and error, we were able to successfully merge the physics branch and the level editor branch into the master branch.

# Time Management

Below, figure 1 shows how the group initially set out to do the project.

Figure 1.

Originally is was planned for the group to have two meeting to discuss what task each of us with take on for creating the game engine. This initial meeting had three of the group members in them but failed to give each group member their task. Only the level editor task and physics task were given out.

Figure 2.

Figure 2 shows how the group had to change the timeline for the development of the game engine. This change was partially due to needing to get other assignments finished and partially due to a breakdown in communication within the group. The development of the game engine ended up being pushed back causing a large gap between meetings and development being done.

Figure 3.

Figure 3 shows how the group’s final Gantt chart ending up looking like. Yet again, commitments to other assignments pushed back meetings and development of the game engine. Around this time was when a group member dropped out and another stopped communicating with the group. This made it difficult to create the final Gantt chart as the timeline to get their work done became unknown and other general game engine development was pushed onto Corey and Ross.

# Conclusion

Unfortunately, due to the significant lack of group meetings and the low attendance of some of the group there were no formal discussions on the type of game that we would be creating and so development of the project was significantly hindered. If we were to do this project again, we would instead focus on creating a strong group dynamic in order to ease the workflow and have a more complete finished product.