

FINAL Project Report

Created 2023.11.21

Trick or Trap

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Project Demo

(<https://youtu.be/hpM4EC4IPio>)

(<https://drive.google.com/file/d/1c1pI4S5sIvBV3PbxFb3ct7UrNlsZrumG/view?usp=sharing>)

Note: forgot to mention in video, right arrow key can be used to skip Forced transitions (if they take too long)

SECTION 1: REPORT SUMMARY

The purpose of this project is for the members of Group 39 to gain experience with accessible horror game development in a group setting, as well as to attempt to create an equitable horror game experience for a variety of players.

The game will incorporate core functionalities from Assignments 1 and 2 like room traversal, player inventory, game saving, and screen reader support. These features will be extended through the use of new and nested rooms, new objects, and a new inventory GUI. For a more complex game, the game will include additional features like cutscenes, voiced dialogue, simple puzzles, new GUI elements, and a new plot. The game will enhance code from Assignments 1 and 2 to improve the player experience with features such as skipping through text, adjustable text scrolling speed, and attaching new features to keyboard hotkeys.

SECTION 2: PROCESS DOCUMENTATION

1.1. SPRINT 1 OVERVIEW

1.1.1 Sprint Overview:

Our goal for this sprint is to create the base functionality of our game. This includes the creation of the rooms, new images for each room, new objects, new images for each object, the basic GUI layout used in gameplay, and a summary feature of visited rooms. All user stories listed are expected to be completed.

1.1.2 Stories Selected for this Sprint:

The stories selected for this sprint include:

- 1.1 - General GUI - Matthew

- 1.2 - Display Room Images - Clara Joy
 - Was assigned to Bonnie
 - Discarded as functionality was in assignment 2
- 1.3 - Display Room Text - Philippe
- 1.4 - Display Objects - Clara Joy
- 1.5 - Display Icons - Matthew
- 1.6 - Respond to Clicks - Bonnie
 - Was discarded as this user story was too generalized
- 1.7 - Respond to Keyboard - Philippe
- 1.8 - Cutscene GUI - Clara Joy
 - Was discarded as the general GUI was used instead
- 1.9 - Cutscene Dialog - Clara Joy
 - New user story
- 1.10 - Room Images - Clara Joy
 - New user story
- 2.3 - Summary Feature - Bonnie
 - Was completed in sprint one although being 2.3
- 4.1 - Riddles - Matthew
 - Was completed in sprint one although being 4.1

1.1.3 Team Capacity:

We expect to be able to complete all the user stories selected by Nov. 17.
Started sprint 1 on Nov. 10.

1.1.4 Participants:

- Clara Joy Tan
 - New room images
 - New object images
 - Cutscenes (rooms.txt file)
- Bonnie Ma
 - Summary feature
- Matthew Micallef

- Gameplay GUI
- Documentation
- Philippe Filiatreault
 - Quicksave feature
 - rooms.txt file
 - Documentation

1.1.5 Tasks Completed:

- Clara Joy Tan
 - New room images
 - New object images
 - Cutscenes (rooms.txt file)
- Bonnie Ma
 - Summary feature
 - Merge conflicts between develop and main
- Matthew Micallef
 - Gameplay GUI
 - Documentation
 - rooms.txt file (revision)
- Philippe Filiatreault
 - Quicksave feature
 - rooms.txt file
 - Documentation
 - New synonyms
 - GUI rough layouts for future features (title screen, save slots)

1.2. SPRINT 1 PRODUCT BACKLOG (The Entire PB)

Summary of user stories completed this sprint:

- 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 1.10, 2.3, 3.2, 4.1

Green = Implemented

Red = Skipped/Removed

Gray = Removed for redundancy

Nothing = Not there yet

User Story ID	Description	Changes
1.1	A new GUI - new buttons, layout, menus	-
1.2	New room images	<ul style="list-style-type: none">- Changed from the code to display room images, which already satisfactorily existed in A2 via getRoomImage & updateScene, to the new room images themselves- Assigned to Clara Joy instead of Bonnie
1.3	Display rooms	-
1.4	Make which objects are interactable clear in the room images	-
1.5	New object images	<ul style="list-style-type: none">- Changed from the code to display object images in inventory (which already existed in A2) to new object images themselves
1.6	Respond to clicks	- Already implemented in A2
1.7	Respond to Keyboard	-
1.8	Cutscene GUI	<ul style="list-style-type: none">- Changed owners from Matthew to Clara Joy
1.9	Cutscene Dialog	-
1.10	New room images	<ul style="list-style-type: none">- Assigned to Clara Joy
2.1	Dialogue GUI	<ul style="list-style-type: none">- Redundant user story, covered by code for

		cutscene/gameplay
2.2	Radio	-
2.3	Summary Feature	- Moved up to Sprint 1
2.4	Title Screen	-
2.5	Load Game	-
2.6	Save Game	-
2.7	Character Select	-
2.8	Player Name Prompt	-
2.9	Scheduled Events	-
3.1	Settings Menu GUI	- Changed owner to Matthew (with small contribution from Bonnie and Philippe)
3.2	Inventory GUI	-
3.3	Energy Bar	-
3.4	Text Scrolling Speed	-
3.5	Adjustable Colour	-
3.6	Play game through only keyboard	-
3.7	Timed events	-
4.1	Riddles	- Moved up to Sprint 1 - Changed ownership from Clara Joy to Matthew
4.2	Mini-games	-
4.3	Points system	-
4.4	Leaderboard	-
4.5	Skippable Text	-
4.6	Voice Over Replay	-

1.3. SPRINT 1 CODE REVIEWS

Story Reviewed	Name of Reviewer	Pull Request Link
1.1	All Members NOTE: We were struggling with git so we added 1.1 to our own feature branches, so there is no formal merge request for 1.1.	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/1
1.3 (text file)	Clara Joy	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/5
1.3 (code)	Clara Joy	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/13
1.4	Philippe	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/11
1.7 (Respond to Keyboard)	Matthew	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/4
1.9	Philippe	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/12
1.10	Bonnie	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/18
2.3 (summary)	Matthew	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/6
4.1 (riddles)	Bonnie	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/16

1.4. SPRINT 1 RETROSPECTIVE

Note: Did not finish Sprint 1 until December 2. See Section 3: Summary for details.

- Attendees:
 - All Members.
- Unfinished User Stories:
 - No unfinished user stories.

- New Practices:
 - Troubleshooting JavaFX issues.
 - Resource finding problems by editing project structure and re-adding libraries.
 - Learning git commands.
 - Learning git flow.
- Good Practices:
 - Meetings for merge approvals and conflicts.
- Bad Practices:
 - Irresponsible pushing and pulling with rebase which deleted files and added unnecessary commits.
 - Waiting too long to merge new changes with main or develop.
 - caused a premature start of sprint 2, including some sprint 2 commits in sprint 1.
- Worst Experience:
 - Failing to fix merge conflicts between develop and main.
 - Merging branches to develop caused many issues, needing hours of reconfiguration and cleanup due to a late addition of a gitignore file.
- Best Experience:
 - Merging branches to develop smoothly.

2.1. SPRINT 2 OVERVIEW

2.1.1 Sprint Overview:

Our goal for this sprint is to create the title screen for the game with its functional buttons (new game, load game, settings, game info), saving and loading with load slots, animated text in dialogue and room descriptions, adjustable text speed, headshots for characters, and audio replay for accessibility.

2.1.2 Stories Selected for this Sprint:

List the user stories selected for the sprints and the owners of these stories.

Make note of any updates or changes to user stories that are made during this sprint.

The user stories selected for this sprint include:

- 2.1 - Dialogue GUI - Clara Joy
 - Was assigned to Matthew
 - Discarded as the general GUI was suitable
- 2.2 - Radio - Bonnie
 - Discarded due to time constraints
- 2.3 - Summary - Bonnie
 - was completed in sprint 1
- 2.4 - Title Screen - Philippe
 - Was completed along with 2.5 and 2.6
- 2.5 - Load Game - Philippe
 - Was done in 2.4
- 2.6 - Save Game - Philippe
 - Was done in 2.4
- 2.7 - Character Select - Clara Joy
 - Discarded due to time constraints
- 2.8 - Player Name Prompt - Clara Joy
 - Discarded as this user story was not relevant to our current implementation
- 2.9 - Scheduled Events - Matthew
 - Discarded due to time constraints
- 2.10 - Character Headshots - Matthew
 - New user story
- 2.11 - Animated Text - Clara Joy
 - New user story
- 3.4 - Text Scrolling Speed - Bonnie
 - Accessibility feature

2.1.3 Team Capacity:

We expect to be able to complete the user stories for this sprint by Dec. 5.

2.1.4 Participants:

Here, provide a list of team members, by name, and the tasks and responsibilities they were assigned during the sprint. Note both coding responsibilities and any other responsibilities as well (i.e. documentation related, management related).

- Clara Joy Tan
 - Animated text
 - Fixing some room images
 - Text skipping feature
- Bonnie Ma
 - Documentation
 - Text Scrolling Speed
 - Merge conflicts
- Matthew Micallef
 - Text to speech mp3 files
 - Audio replay
 - Character headshots
- Philippe Filiatreault
 - Title screen
 - Save and load features
 - Documentation

2.1.5 Tasks Completed:

- Clara Joy Tan
 - Animated text
 - Text to speech mp3 files
 - Massive help debugging 3.4, adjusting Keyframe lambda functions for different speeds
- Bonnie Ma
 - Documentation

- Text to speech mp3 files
 - Text speed toggle
- Matthew Micallef
 - Text to speech mp3 files
 - Riddle implementation
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- Philippe Filiatreault
 - Title Screen GUI
 - Creating a new game
 - Loading from a saved game, with GUI
 - Settings button, GUI
 - Game information button, GUI
 - Debugged major issue in 3.4, using the Timeline.stop() function
 - Gameplay settings
 - Recreated saving GUI
 - Return to title screen button, prompting to save
 - Documentation
 - Text to speech mp3 files

2.2. SPRINT 2 PRODUCT BACKLOG

Green = Implemented

Red = Skipped/Removed

Gray = Removed for redundancy

User Story ID	Description	Changes
2.2	Radio	-
2.4	Title Screen	- Added settings, save, load to title screen

2.5	Load Game	- Added to title screen as well
2.6	Save Game	- Added to title screen as well
2.7	Character Select	-
2.8	Player Name Prompt	-
2.9	Scheduled Events	-
2.10	Character Headshots (display a little image of the person speaking)	- New user story, owned by Matthew
2.11	Animated Text (makes the text roll out character by character)	<ul style="list-style-type: none"> - New user story, owned by Clara Joy - Right arrow key can be used to skip long forced transitions - Spacebar can be used to skip text animation
3.3	Energy Bar	-
3.4	Text Scrolling Speed	<ul style="list-style-type: none"> - Both the speed that the text unfurls and the wait time in between old and new paragraphs - Philippe and Clara Joy helped majorly (see 2.1.5)
3.5	Adjustable Colour	-
3.7	Timed events	-
4.2	Mini-games	-
4.3	Points system	-
4.4	Leaderboard	-
4.5	Skippable Text	<ul style="list-style-type: none"> - Changed from Bonnie to Clara Joy (by accident) - Right arrow key can be used to skip long forced transitions - Spacebar can be used to skip text animation

4.6	Voice Over Replay	- Changed owner to Matthew
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2.3. SPRINT 2 CODE REVIEWS

Story Reviewed	Name of Reviewer	Pull Request Link
2.4 (has 2.5 and 2.6)	Bonnie	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/26
2.11	Bonnie	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/24
2.10	Clara Joy	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/28
3.4	Matthew	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/27
2.4 (added to settings)	Philippe	https://mcsscm.utm.utoronto.ca/csc207_20239/group_39/-/merge_requests/31
4.1	Bonnie	4.1 plus updating txt files

2.4 SPRINT 2 RETROSPECTIVE

Sprint 2

- Attendees:
 - All members.
- Unfinished User Stories:
 - 2.7, 2.8, 2.9, 3.3, 3.5, 3.6, 3.7, 4.2, 4.3, 4.4
- New Practices:
 - Making branches off of develop correctly.
- Good Practices:
 - Meetings for merge approvals and conflicts.
 - Meetings for reconfiguration of the develop branch.

- Worst Experience:
 - Slow Gitlab loading times.
- Best Experience:
 - Merging branches to develop smoothly.

SECTION 3: SUMMARY

The project has several new features, a new look, and a new plot. In terms of features, it has quality-of-life features like a summary tab and a nice, detailed save/load menu. It also has accessibility features like audio replay and adjustable text speed. In terms of the look, the GUI has been updated and a game-encapsulating title screen has been added. In terms of the plot, new rooms, objects, characters, dialogue, images, and cutscenes were added. These accomplishments combine to establish Trick or Trap as its own game, as compared to the base implementation of A2.

However, there were many user stories that our group chose not to implement. We faced many more issues with Git than expected, and a group member got COVID, which hampered our progress, especially during Sprint 1. Furthermore, we were overly ambitious in the number of user stories we believed we would be able to accomplish, and we realized that our original number of user stories may have been slightly unfeasible. We chose to focus mainly on the implementation of a new story and GUI as opposed to the many new features we planned to create.