

## Milestone One Summary (23/03/2022)

For this milestone, a great many elements of the game were planned and developed. Great care and effort were made to consider all the broad strokes needed to develop this game.

Various technologies were used, including:

- Mysql workbench
- Visual studio code editor
- SvelteJs (storyboard designs)
- GitHub
- Microsoft Excel

The first part developed was the game concept and functional requirements. A general idea of what the game is and what sort of basic functionality were needed before anything further could be developed. I have always enjoyed learning about space and playing video games involving space exploration, so a similarly themed game was an easy first choice. I used the assessment outline to align my game's basic functionality with the course requirements.

The second part was creating the table UML needed for the game. I sketched a rough draft and then used the MySQLworkbench GUI to create the tables, during this process, I fine-tuned the tables and necessary key constraints required for the game. Then I used MySQLworkbench to generate both the DDL and ERD for me. Using the GUI first to visually piece together the tables made a lot more sense to me and saved me a lot of time and frustration. Using the built-in features to generate the DDL and ERD also allowed me to quickly recognize issues and design flaws, then make the necessary fixes to the database infrastructure.

After the tables, DDL, and ERD were complete I wrote the required test queries for each table.

The third part was spent creating the storyboard designs. For this part, I used SvelteJs with TailwindCSS, which for me is way more comfortable and enjoyable than using other wireframe software. I can simply load a live server, then use HTML with utility classes to quickly prototype my screen designs. I am aware that my screen designs will not be consistent with the final game designs considering C# and windows forms will most likely be used to complete the project.

To complete the final part of this milestone, I used Microsoft Excel to create the CRUD table. The CRUD table outlines the interactions with the database that are required to complete various actions during the game's life cycle.

The time required to complete this milestone was immense and unfairly took large chunks of time needed for other classes, again. There was not much learned during this milestone because most of this planning process has been covered ad nauseam in prior classes. There are little to no relevant resources for creating a game in this manner online, and finding helpful and focused resources on the moodle course section added to frustrations and time lost.