Team Information

Team Name & Photo

Team Name: **Game Geeks**

Team members

Name	**Contact Information**	**Strengths**	**Fun Fact**
Ranusha Liyanage	+601116804074	• Experience with Python and Java • Experience with agile and scrum methodologies	I am a Pilot

Chamille Reddiar	+60186689005	Technical: ● Proficient in python, java and javascript programming languages ● Have some experience in mobile app development ● Experienced in using Object-oriented design principles Professional: ● Adapt easily into different team dynamics.	I have a pet hedgehog and husky
Belvinjeet Kaur	+601131949003	Technical: ● Experienced software development methodologies (Agile, Scrum) ● Proficient in programming languages (Python, Java, Dart, Javascript) Professional: ● Strong communication and teamwork skills ● Adaptability and willing to learn new technologies	I can speak five different languages: English, Bahasa Malaysia, Punjabi, Mandarin, Hindi
Mohamed Ahamed Siraj Mohamed	+971 566529335	● Experienced in projects done in Python and Java ● Knowledge of SCRUM / Agile methodology. ● Can learn and implement new languages /	I like football.

		technologies in a short window of time	

Team Schedule

Tasks are allocated in a manner such that the work required is distributed as evenly as possible. Discussions are held on a regular basis on how the tasks should be delegated to each team member and ensure that everyone is satisfied with their assigned workload. Tasks are tracked using Google Sheets that records the description of each task, its start and due dates, status, how long it takes and members assigned to it. All team members are added into the same project dashboard to ensure access.

Team Meeting

Meetings	**Member Attended**	**Date and Duration**	**Agenda**
Meeting 1	Chamille, Bel, Ammar, Ranusha	18/3/2024, 4.30p.m. - 5.30 p.m. (1 hour)	1. Discussed on Team Name 2. Decided on programming language 3. Continued working on user stories
Meeting 2	Chamille, Bel, Ammar, Ranusha	20/3/2024, 5.00p.m. - 6.00 p.m. (1 hour)	1. Discussed on Domain Model 2. Worked on UI design
Meeting 3	Chamille, Bel, Ammar, Ranusha	27/3/2024, 5.00p.m. - 6.00 p.m. (1 hour)	1. Updated team and project details 2. Finalised the UI prototyping, user stories and domain modelling

Task Distribution

Tasks	**Person Assigned**	**Person Helped**
User Stories	Chamille, Belvinjeet	Ammar, Ranusha

Domain Model	Ammar, Ranusha	Chamille, Belvinjeet
Lo-Fi UI and Prototyping	Belvinjeet, Ranusha	Ammar, Chamille

Technology Stack and Justification

Out of the two programming languages given as options, the main criteria would be selecting a language that is compatible with the architecture, as otherwise constructing the software would be impossible. Another criteria to consider is the performance required by the project, and the capacity of the language to fulfil said requirements. Furthermore, if a project requires third party libraries, it would be necessary to note whether the programming language provides said libraries. Finally, the technical risk imposed by the experience or lack thereof of the team will need to be considered.

For this project, Python is to be selected. This is because many game developments are built using python, meaning that support for it would be substantially higher. The benefit with the selection of Python is that the team has a fair amount of knowledge for the language. In contrast, integrating and implementing Java would be more challenging for the team compared to using Python. This could delay and complicate the development process, potentially impacting project timelines and deliverables.

The primary API we decided to use is PyGame for game development. PyGame offers a comprehensive set of tools and libraries for creating 2D games. These API align with the project's requirements and leverage Python's strengths in game development. In terms of technologies, we used Figma to prototype the game's user interface as its collaborative features and built-in user interface facilitates efficient design iterations. Additionally, we have also decided to use both VSCode and PyCharm for the development process as they offer a lightweight and versatile IDE with extensive Python support and has special tailoring for Python.