The super awesome 2019 ultra-sick report on our game

2019 GROUP HOUSE PROJECT

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Introduction

In 2019 Ivan Nikolai Dankov proposed to the house a project for the year to which we as computer science students, develop a new game from scratch with full creative control. Our goals are to improve our skills by gaining insights into the development of video game software, understand the limitations of working in a familiar environment, to enjoy the development of this game and to build a functioning game that is satisfactory for all.

METHOD OF DEVELOPMENT – AGILE

The following Agile format is proposed by Peter Deng

- Brainstorm phase – Each team member will propose at least two stormed ideas they would like to make. This idea must be as selfish as possible. A meeting will then occur to which all ideas are proposed, and a conclusive idea is generally approached.
- Requirements analysis – user stories are developed based on the simple idea of the game. The game shouldn't be in detail therefore the user stories should both be as many as possible and heavily under assumptions. Tasks are then created and placed in a product backlog for the next phase.
  - o Tasks are prioritised for MVP in the first sprint. MoSCoW will be used.
  - o Source control will be established, the branching strategy and git tool proposed.
- Sprint plan – a continuous sprint plan will be made to organise all the user stories.
  - o Stand ups are planned and scheduled.
  - o Scrum meetings and Scrum master/mistress decided
- Testing will occur at the end of each sprint where the final product is given to each team member to play. A meeting is then scheduled after and each member discusses what they like, what they didn't like and what should be changed.
- After enough sprint phases, if the testing phase of that sprint leads to a satisfactory agreement between all team members, then the product can be considered finished. From here on, the game is subject to the decisions of the development team what will happen.