<Drawing App and Reference>

Project Documentation

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<Date Submitted>

Contents

1 Background 3

2 Project Definition 3

2.1 Project Purpose 3

2.2 Project Scope & Objectives 3

2.3 Constraints 3

2.4 Outline Project Products 3

2.5 Risks 3

3 AnALYSIS & DESIGN 4

3.1 Project Planning 4

3.2 Analysis 4

3.3 Design 4

3.4 Implementation & testing 4

3.5 User Manual and Other System Documentation 5

4 Evaluation 5

4.1 Critique 5

4.2 Lessons Learnt 5

4.3 Future Improvements 5

5 Bibliography 5

6 appendix a (supporting materials project planning) 5

7 appendix b (supporting materials analysis) 6

8 appendix c (supporting materials design) 6

9 appendix D (supporting materials implementation & testing) 6

10 appendix E (inDIVIDUal student work - to include research topic REPORT) 6

# Background

A drawing game that uses music and movement to create a flowing experience with a sense of depth. The drawing is in 3D space and it moves slowing into the distance as you draw.

You would select the music track you wish to draw to The line style of your drawing and the visual ambience would reflect the choice of music. For example, a gentle and soft slightly melancholic piano piece might have a moody blue background and a flowing, simple and smooth white drawing style similar to the one in the video. A liver tune would have more vibrant colours and an animated bouncy line style. When the music ends you can choose to save the drawing, pay the music again and add to the drawing. Start again with a blank canvas or go back to the main menu and select another track. The program is currently being developed for PC. However, it could be developed for a tablet and mobile phones in the future.

# Project Definition

## Project Purpose

The overall purpose of this project is to develop a drawing app that can help its users to relax and express their feelings, through the medium of art and music that will suit the mood of the user. The hope is to eventually have this as therapy tool for depression and anxiety and possibly a sensory tool for people with autism.

The client has already attempted to develop a prototype but as he has a very limited amount of programming knowledge, has found it difficult to be able to execute this in the most successful way. He has given us a choice to continue on what he has already developed or start developing the application from scratch.

As a team we hope to be able to produce the app with out any bugs within the code so that it will work efficiently. We would most likely be starting the project from scratch but look into what he has already done to get a correct feel for the project and keep it as close to what he would like without all the same issues he currently has. With our help, our client will be able to bring this project from being a bit of a stand and get his idea closer to being ready for going on the market.

## Project Scope & Objectives

To ensure the project can reach the specifications of the client and where they want to have this app. Objectives of this application would be as follows :-

* Gain a better understanding of the current work the client has already completed
  + Reading over the code he has tried to develop and see what could have been done to improve that situation.
* Develop an operational menu system
  + Developing a main menu and an in-game menu system that would allow the users to pause, save, load, restart or quit the game.
* Develop a level of the app, that would suit music
  + Creating level where the paintbrush style that would suit atmosphere of the music
* Create a save option
  + Allowing the users to save the level the have been drawing.
* Develop a load option
  + The ability to allow the users to load a previous drawing, with the option of viewing it or adding to the drawing
* Find appropriate music to suit the applications needs within the client’s brief.
* Different visual styles, paint brush style and looping system
  + Allowing the users to choose if that the end of the song if they would like to continue and draw over what has already been done.
  + Letting the users choose the styles of the paintbrushes being used.

## Constraints

Within this project the constraints of the team are learning a whole new programming language to ensure that the application can be coded. Understanding how to use unity for the development of the game. These would impact the time it would take to get the application completed due to no one in the team having much experience with it. It will take around a month to enable the team to be able to use the application successfully

One of the team members is unable to get a microphone, this will impact the ways of communication. Sometimes having to wait a few days for a response from that team member. This will also have an impact on the time management within this project. Making it sometimes more difficult to try and not go to far ahead without all the members knowing what is to be done next or responding to the fact tasks may be completed or not.

The team working remotely due it being made up of people from different campuses within the UHI will impact the way of ensuring the project is executed efficiently due to the team normally used to working with people from just the same campus. This is a new method of each member so finding the best way to manage time get the files for the project to each other and generally work well together took time. Finding the best way to communicate without it costing any money took a little bit of time to figure out as well.

The health of some of the team members will also have a big impact on the team. Some of the meetings maybe missed by team members. It can take time but the team will need to try an accommodate the best they cant without letting t take away to much time from the project and the people that are unwell will do what they can to catch up.

Keeping the client informed and able to work on parts of his application that we are not working on. Teaching the client how to use GitHub or Gitkraken, to keep up with version control, ensuring everyone is working off the same files. This will take some time due to the client not having a lot of programming knowledge and time restrictions. Ensuring that he also will have access to this to keep the costs down to zero.

## Outline Project Products

* Research Benefits between unity and unreal engine
* Develop an operational menu system
  + Developing a main menu and an in-game menu system that would allow the users to pause, save, load, restart or quit the game.
* Develop a level of the app, that would suit music
  + Creating level where the paintbrush style that would suit atmosphere of the music
* Create a save option
  + Allowing the users to save the level the have been drawing.
* Develop a load option
  + The ability to allow the users to load a previous drawing, with the option of viewing it or adding to the drawing
* Find appropriate music to suit the applications needs within the client’s brief.
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  + Letting the users choose the styles of the paintbrushes being used.

## Risks

* Performance Risks
  + There is a possibility that we may not produce the results consistent with the project specifications
  + The possibility that the project has an area that fails, can lead to the schedule being compromised and changing when tasks could be completed, extending the project to a different date.
* Technical Risks
  + Due to the team requiring too learn a new programming language, this could potentially lead to errors in the programming
  + It could also lead to the testing quality to be poor due to the lack of knowledge, just because it works does not mean that all the errors or bugs in the code has been found and corrected
  + The client has little knowledge of programming and use of software such as GitHub. This could cause confusion when he is trying to see the latest file updates.
* Interpersonal Risks
  + Communication issues may arise if one of the team members is unable to obtain a microphone for meetings
  + Keeping the team motivated while also completing other modules course work could cause some issue’s further down the line

# AnALYSIS & DESIGN

## Project Planning

The client most important aspect is to be kept informed and able to see what we are achieving while trying to implement his projects design. Another quality the client is interested in is ensuring that the application functions properly, getting the brushes to work as he envisioned. He has offered us to start from the beginning but that we are to use his current work as a guide to how the whole application is to look and feel. He has the design of the application already set so with the approach to creating the drawing application we would stick to the same styles as he has.

To be able to keep to a plan and time scale there will be a project Gantt chart and timeline that the team can follow to ensure that the project is completed on time in the most efficient manner.

The chosen planning methodology we have opted to use is agile methodology. This is because of it will allow us as a team to go from meetings to short cycles of works that allows for rapid production and have the ability for constant revision that can be backed up by “Agile focuses on rapid and frequent delivery of partial solutions developed in an iterative and incremental manner.” (O’Regan, 2018). With the time frame being a huge factor for the client, we opted for agile methodology, it means that as a team we can have meetings then program in short quick cycles, that would allow the team to show the client what has been done. This would allow the client to make small changes or have a say on what is happening and when. “Scrum methodology is a method that tries to keep things simple in a constantly shifting ” (Alexandros, Sakas, Vlachos and Dimitrios, 2017). With this approach it would be better to use scrum framework that will implement the agile development and testing. As we are a small group made up for just 3 people, it is an adaptive, work segmentation. Working in sprints to get the application completed.

To test the application, we will be using the agile testing strategy to ensure each aspect programmed will be working efficiently.

Appendix A

## Analysis

The client has come to a stand still one what he can successfully attempt to develop for this app. He has asked for our help to bring his “idea to life”. He has specified that this app can be started as new and use his current work as a guide. As he has done the design himself, we will try to keep it as similar as possible, so when he takes it back over there is not much different and wont be required to learn to much new and keep it as simple as possible.

The current application that has been developed. Even though the app kind of works it is full of bugs and does not run as smoothly as the client would want it to. His current system doesn’t really have any comments throughout the code, and not organised in the most efficient manner. He says that his code and application is “very messy and hard to understand” We will be aiming to achieve the same outcome he already has but with the use of naming conventions and documented code to explain to anyone what that are is suppose to do. We will be designing a brush system that will allow the user to see what they draw on the screen, and hopefully have a selection of brush types to choose from. Another area we will add is having the audio that will loop around until the user has finished drawing. Another component that will be designed is the main menu and pause menu, with button mapping. Keeping in with the style that the client already has completed.

Appendix B

## Design

The Design of the application has been taken from the client’s current application unity drawing program V03. The client had given us a prototype of what he had done already. We used this as a reference to get our application to look as similar as possible, with less clutter. We kept a black background when the user uses a mouse or drawing tablet it will be displayed on the screen. This will then move into the centre and disappear giving them a constant canvas to work on. While they draw a soundtrack will be playing so they can draw intime to the music.

Changes we have made is with the paint brush in the originally version, was with a glowing style but it would not always keep a line drawn whole. We took away the glowing effect have a bright colour and make the line stay without any pixel games.

Appendix C.

## Implementation & testing

The chosen test strategy should be evaluated against the original products with evidence of all levels of testing where appropriate. Any client feedback should be incorporated into the overall evaluative statement.

Any supporting test documents must be included in Appendix D. The raw test data, physical code, screen dumps, authenticated test logs should all be included in the appendix.

## User Manual and Other System Documentation

A copy of the complete user guide should be included here to assist the testing of the application/system (where appropriate). If videos have been included or any other online help/user guide then links to the source should be included.

Technical aids or maintenance documentations should also be included.

# Evaluation

## Critique

This includes high-level acceptance criteria for major products and shows how they successfully or unsuccessfully satisfied the project’s objectives.

Within this section the project should be evaluated against the major objectives discussing any relevant reasons why they were not fulfilled or why they were surpassed. The critique should critically evaluate the product and the process.

The use of academic references is encouraged in this section of the report.

## Lessons Learnt

Lessons learnt – Danielle

I have learnt that trying to achieve something as big as what the client would have liked was a lot more difficult in the time frame we had. If we had realised earlier, we would have taken on less tasks, to make the drawing application more efficient. I have offered the client to keep working on this with him after the course has been finished. I learnt that working in a team can be difficult when one member does not do the work and leave’s the rest to the other two members. If it had been noticed earlier could have adjusted the plan to catch up with where the group needed to be. This has been noted in my personal feedback form and the individual report. Found that two of us worked really well together and tried our hardest to bring the other member with us and get the word done

This section should contain a brief description of what was learned as a result of the project. Any effect (positive or negative) particular events had on the project, causes/triggers (and whether there had been early warning indicators) and recommendations for these lessons should be supported by referenced materials.

## Future Improvements

This section should contain a brief description of what improvements or enhancements which would have been included in the submission given time. These improvements must be supported by referenced materials which support the likelihood of this improvement.

# Bibliography

The bibliography should conform to the recognised UHI standard of referencing which can be found at [www.uhi.ac.uk/home/libraries/how-to/cite-references/?searchterm=cite-references](http://www.uhi.ac.uk/home/libraries/how-to/cite-references/?searchterm=cite-references).

# appendix a (supporting materials project planning)

This will include all supporting documentation including, Gantt charts, weekly progress sheets, individual diaries, email correspondence with the client. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix b (supporting materials analysis)

This will include all work relating to data analysis (E-R models, appropriate UML diagrams, normalised data structures with original documentation etc. Work relating to the analysis of the process such as appropriate UML diagrams, HIPO charts etc must be included. Email correspondence with the client relating to this area should also be included. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix c (supporting materials design)

All storyboards, proposed site maps, emails with clients including feedback, data dictionaries/entity descriptions, process definitions. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix D (supporting materials implementation & testing)

All test logs, test data appropriate source code. Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.

# appendix E (inDIVIDUal student work- to include research topic report)

Each member of the team must submit materials which they have produced as individuals. This work must be referenced in sections three, four and five where appropriate.

Also include any other relevant documents you feel enables the marker to gain a better understanding of the work submitted.