Python Game Project

Team-based Work

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What you will submit

- A singular Python file that runs without errors or bugs
- A public Trello board that breaks down your project into tasks
- A flowchart representing the flow of your game's story
- A retrospective presentation (more on this later)

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Python Game Brief

Python game brief

You will be given a **Python Game Brief** that provides more details on this project.

Please refer to it often to make sure you are meeting the criteria needed.

Remember what you have learnt

Utilise everything you have learnt so far.

It is **not** necessary to show a use of everything you have learnt so far to meet criteria, however you may find that what you have previously learnt can help you to solve errors within your code and can help to make the building of your game much smoother.

Teamwork

Teamwork

For this project you **must** work in a team.

You are all here for the same reasons; to develop new skills and to gain qualifications.

You may all be at different skill levels, however please remain respectful to one another and help those who may need it.

Teamwork

Consider how you are going to divide the tasks needed to get the game made.

Can you play to the strengths of each team member?

Will you assign a Project Leader?

Teamwork

All team members must do some coding on this project, however if a team member isn't as strong at coding as others, consider that team member taking up other jobs such as planning, researching or managing the team.

Everyone in the team is just as important as one another, we all have strengths that can be used to help.

Teamwork

The key to working in a team is to play to people's strengths, work around any weaknesses and do it all respectfully and whilst having fun!

Team channels

You will work within channels that are specifically set up for your teams.
You will use these to communicate with one another, send files, have video calls etc.

Trello

Trello

You will use Trello to manage the tasks needed to complete your game.
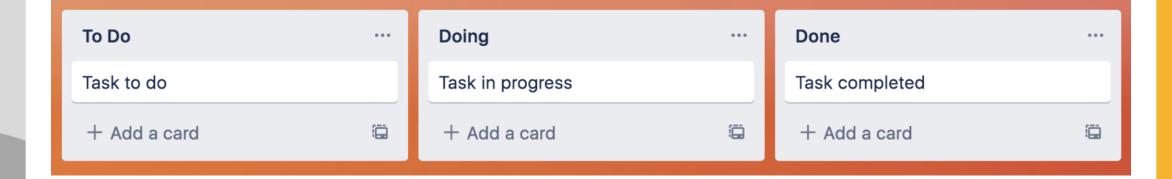
One member of each team will create a Trello board and will invite the other members of the team into the board.

Trello

Trello is an industry-used project management tool, used within teams to properly organise the tasks needed to be done, even allowing the tasks to be assigned to specific people.

Trello

For this project you will be using **Kanban**, a method of planning that requires tasks to be split into three sections:
To Do, **Doing**, and **Done**.

Trello

Kanban helps teams to see what tasks have been completed, what tasks are being worked on and by whom, and what tasks need to be picked up.

Trello

Trello

For a more in-depth guide to Trello and the features it has, please refer to the Trello slide deck within the Course Materials folder:

Course Materials > **Delivery Materials** > **Week 03** > **Day 05**

Flowchart

Flowchart

To meet the criteria of this project, your team **must** create a flowchart showing the flow of the game.

This flowchart will be an in-depth plan of your game, showing every possible decision offered to the user, including multiple endings.

This flowchart will help to make coding the game much easier.

Flowchart

The flowchart will be created using app.diagrams.net today and will be a part of the overall submission for this project.

Stand-ups

Stand-ups

Stand-ups are short meetings that are had at the beginning of each day.
In these meetings each member must state:

- What did you do yesterday?
- What are you doing today?
- Do you have any blockers?

Stand-ups

They are incredibly useful as they help everyone to know what everyone in the team is working on, any problems can be dealt with quickly, and the project lead is able to get regular updates to make sure the project is on track to meet the deadline.

Today

Today

Today all teams **must** set up their Trello board, making sure each member of the team is invited and that the board is set to **Public**. Please send the **URL** of your Trello board to your tutor.

Start researching Role Playing Games (RPGs) and plan your game.

- What are the themes of your game?
- Where and when is it set?
- Do you have any characters?
- What genre is your game?

Today

Once you have discussed ideas and come up with a storyline, create your flowchart to plan every step of the game including each choice the user can make.

However, **do not code the game** until your tutor is happy that you are ready to.
Everything **must** be planned properly first as this will save you a lot of time in the long run.

Any questions?