Francophone – Updated Project Plan

End of term goals (Week 12) – Additional content to Francophone

- Adding more word learning minigames (Number of games may change)
    o Match the Word
    o Name the image
    o Complete the sentence
    o Memory Game
    o Translating Quiz
- Adding a story-based quest line
    o Learning more about the world
    o Learning useful French to start understanding 'conversation French'
- Adding supporting quests
    o Allow the player to learn extra words, they may help them in the future
- Revamp menu page
    o Including an AI driven demo to show example gameplay
- Friendship system
    o Each friend will have a mini game, such that you can use them to learn for your weekly test
- Spells
    o To help player create sentences using grammar rules, and preforming a specific task

Group Reflection

- Things that when well
    o When writing and editing the yarn and C# scripts we are happy with the structure and reusability of the code

    o When using Unity 2d, we were easily able to use and customize it to our Application

- Things that didn't go so well
    o Team communication, we weren't always sure what everyone was planning to do and was currently working on. This led to excluding content from week sprint or having 2 different versions that needed to be modified and merged.

    o Time Management, we had issues where the sprint would be completed just before the deadline, not leaving enough time to merge the project together

    o Missing Quotas, we had issues where one or more team members didn't complete their assigned sprint quota. There were cases of no effort put into the sprint which happened too often by a specific member and other cases where the product didn't meet the requirements of the group.

- o Infighting, due to other issues that a raised the team has issues working together. While the reasons for the infighting are causing disconnects and faith in team members has dropped.

- o Focusing on the negative, as shown in this reflection there are a few more negatives then positives. But as time goes on and things get resolved I'm sure we can improve as a team

- Things that you have learnt

  - o Discovering and learning how to find project resources from other sources such as packages, libraries, data dumps to lessen the amount of work required

  - o Learnt how to use git / source tree to merge and upload working documents and the project

  - o How to design a product from idea, to concept, to design, to implementation, to deployment.

- How will you change your behaviors?

  - o We can improve by taking the time to work with the team to build a schedule and more defined sprints

  - o Taking the time to record what files your editing such that merging is easier and faster

  - o Record what your going to be adding or updating and sharing it with the team, so that everyone is informed on what you're doing

  - o Letting the team know what issue your stuck on, such that they may be able to reword the problem or provide insight that you may have not known about or missed

  - o We will need to work on our communicate skills together, this includes understanding that each team member has different skills and experience levels. We need to see our selves as persons before we can effectively function as a team.