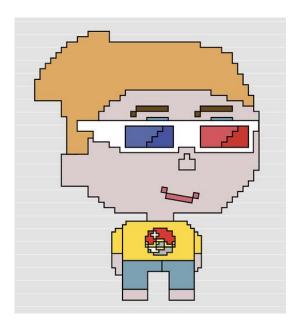
Team "Whatever You Fancy"





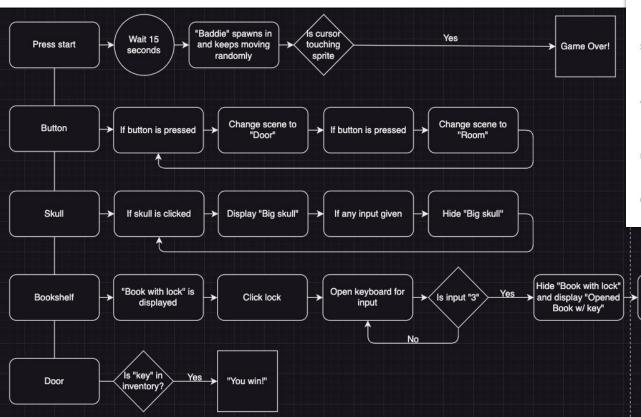


Liz Louis Kit

Reflections

- Pretty happy with how it went
 - The game works
 - We stuck to our timings
 - No death threats!
- Pair programming worked well and was fun
 - We jogged each other's memories (Scratch)
 - We helped solve each other's problems (Github)
 - We showed each other new things (Trello)
- We got better at learning from our errors
 - After a scope mix up on MVP1, we reviewed our communication system to make it clearer
- We embraced the Agile manifesto!
 - Always building on working code was motivating. We didn't get through all our sprints / planned MVPs (and had to adjust them a bit) but we managed the first four.
 - We'd still like to understand better how desired features should sync up with MVPs and how small the jump between MVPs should be.

Our vision for the game



1st MVP

- · Room with our background for level 1 (includes bookshelf and skull)
- There is a button to press to turn around / change view, which displays a different background with a door. Click the door to win.

2nd MVP

- . Now there is a key in the room, in plain sight
- Click it to "pick up".
- · Key disappears from game screen and appears in inventory display as before.
- Now when they find and click the door, the door checks they have key. If they do, they
 win. If they don't the door wont open.

3rd MV

- · Now instead of a key in the room, the bookshelf is clickable.
- A message is displayed saying "the code is 3" when the user clicks the bookshelf AND a book with a padlock magnifies. If user enters '3' it reveals key. The rest is as before.

4th MVP

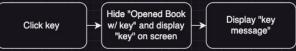
- · Sound effects and music to be added.
- Now there is no message saying "the code is 3" but there is a skull in the room. When
 you click it, it magnifies and you see 3 scratch marks.

5th MVP

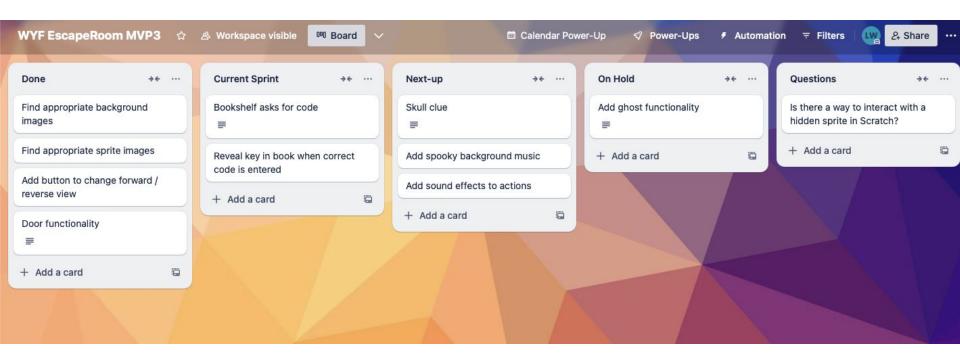
- · Same as before, but a baddie pops up randomly. Don't let your pointer touch it!
- "Baddie" is an evil girl with long hair over her face and long fingernails.

6th MVP (enhancements)

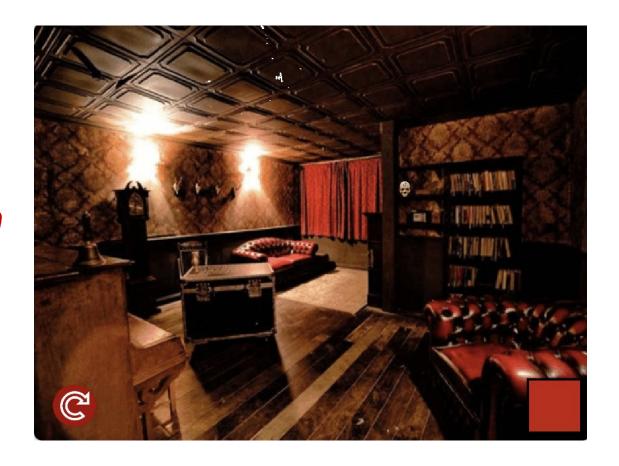
· Items wobble intriguingly when you hover over them.



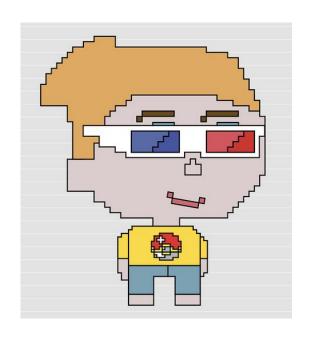
Our Trello board (snapshot for MVP3)



Crimson Cranium



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