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## ✔ Product Report

### Team:

#### Team Name

#TODO: Create team name

#### Team Number

086

### Reporting period:

24/10/23 - 12/11/23

## Process

### Team structure

 Team Structure


### Team internal communication

 Team Meetings

### Team decision making




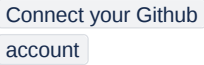

 Decision making process

### Communication with client

 Client Meetings

### Tools used

Tools	Link	Description	Reasons for Use
Slack	Team Slack: <a href="https://2023itprojectchat.slack.com">2023itprojectchat.slack.com</a> Collaboration with Stakeholders (Masters) Slack: <a href="https://swen90014emproject.slack.com/">https://swen90014emproject.slack.com/</a>	Communication	<ul style="list-style-type: none"><li>• integrates well with all the other applications we use</li><li>• designed as a workspace</li><li>• commonly used by companies</li><li>• already used by some team members</li></ul>

<b>Confluence</b>	 General info	Documentation	<ul style="list-style-type: none"> <li>connected with Jira</li> <li>already used by some team members</li> </ul>
<b>Jira</b>	 IT Project	Process Management	<ul style="list-style-type: none"> <li>more functionality than Trello</li> <li>already used by some team members</li> </ul>
<b>GitHub</b>	 <a href="https://github.com/SiRong-github/-/TODO-Created-team-name">https://github.com/SiRong-github/-/TODO-Created-team-name</a> 	Coding Collaboration	<ul style="list-style-type: none"> <li>already used by everyone in past subjects and projects</li> </ul>
	None	Diagram	<ul style="list-style-type: none"> <li>already used by everyone in past subjects and projects</li> </ul>
<b>Unity</b>	None	2D Game Engine	<ul style="list-style-type: none"> <li>one of the most popular open-sourced 2D game engines</li> <li>already used by some team members in a past subject which helps save time</li> <li>has various online tutorials/resources</li> <li>easy to create an executable .ipa file, which is one of the functional requirements</li> </ul>

## Artefacts

### Requirements

 Requirements

### Frontend design

 Design

### Architectural design

 Architectural Design

## Coding

 [Coding Standards](#)

## Testing

 [Testing](#)

## Deployment

 [Deployment](#)

## Adherence to Agile Ceremonies

 [Sprints](#)

## Team Structure

### Scrum Team:

Role	Description	Member/s
Scrum Master	Leads the agile ceremonies	Bernhard Andersson
Product Owner	Communicates with the client	Rimon Ismail
Developers	Develop the game on Unity	Everyone
Designer Lead	Designs the visuals of the game	Sammi Li
Tester and QA Lead	Tests the game	JiWon Bae
Record-Keeper	Records meeting notes	Shanaia Chen

Additional Note: There is no rotation, so everyone will have the same roles for the rest of the semester.

## Decision making process

Our agreed-upon process for making key decisions in this project is a consensus-based system that involves considering any relevant factors.

Essentially, once an idea has been discussed amongst all team members, we either opt to pursue that idea or otherwise discard it.

We have a few key decision-making criteria in this regard:

1. What are the client's needs? Will our choice ensure their needs are met, and provide measurable business value for them?
2. How does the idea interact with our stakeholders? For instance, Our client has requested that we cooperate closely with Masters of Software Engineering students on integrating the game we develop into a larger application hub. If an idea conceptually works, it must also work well with the overall application.
3. Is the idea deployable given our time constraints? We have a limited amount of time in this course, so it is imperative that we opt to produce things that will lead to value for our client.

Ultimately, our decision making process is a collaborative one-- we consult all members of our team in meetings when choosing what path we opt to take with the project, liaising with stakeholders and collecting any necessary information before making a decision.

This ensures that we are able to develop a single, cohesive vision for the product that we believe will ultimately lead to a better result for our client.