Triplex Structure One Page Discussion

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In this project, we will structure the completion of the program by focusing on key parts that make up the functionality of the program. Thereby, we will prioritize user stories and tasks that guarantee the basic functionality of our suite of games coined Triplex. For example, this progress towards completion will start off with a key focus on making menus that operate the way we want them too. This user interface is one of the big concepts for the project, so making sure this base of the program is done well is an important detail. Generally, from that point onward we will begin implementing the visual components of the project. This includes designing an interface that appeals to women, sticking with our main theme of women in STEM. Other smaller aspects of the project that may be added later on in the development cycle are extra features that improve the overall playing experience; this could involve adding dynamic visual and audio effects, account saving with a username and password, or implementing a save file system.

In order to achieve this project completion, we will need to divide up the work to create an efficient development cycle. One method of splitting up this work would be to have each developer work on one major class each. For example, the user stories for the project could be divided up into a few major categories, which then each become classes. These classes could be in control of parts like logging in, database functionality, visual themes chosen by the user, and the game menu itself that controls the flow of the user interface. Each developer would then slowly work on each of these classes over the course of the development cycle, one sprint at a time. Another method of structuring project completion is for the entire team to work on one of these classes simultaneously, with each person working on different parts. This way, each class would be the main focus of each sprint, meaning each class would be finished one after the other. This differentiates itself from the first method mentioned because every class would be finished around the same point, at the end of the development cycle. With whichever method of program completion is implemented, our group will make sure our suite of games, Triplex, meets the standards set by the user and is engaging to those who want a fun gameplay experience.