

*TEAM*

# **CONFLICT**

*COMP 214 | 2017*



# AMANDA BRAUN

PROJECT MANAGER

## PROFILE

Responsible for monitoring and documenting the project life-cycle. Ensured that all tasks were complete and on schedule. Provided support to the team, in all areas.

## CONTACT INFO

Mobile + (306) 807 3054

Email [AmandaBraun@outlook.com](mailto:AmandaBraun@outlook.com)

## SOCIAL MEDIA



<https://github.com/Skittlerz>

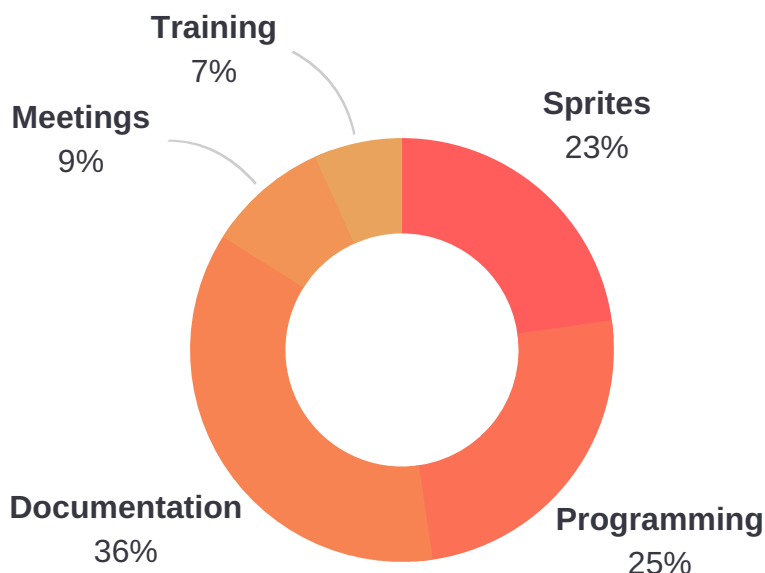


<https://ca.linkedin.com/in/amandacbraun>

## ESTIMATED TASK HOURS

46.48

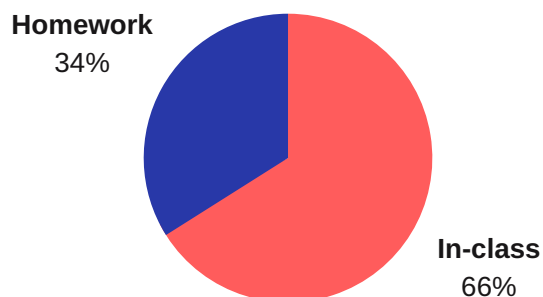
## TASK DIVERSITY



## TRACKED HOURS

In-Class: 35  
Homework: 18

Total: 53





# JOSH COUSE

BUSINESS ANALYST  
PROGRAMMER

## PROFILE

Great at facilitating communication and ideas. Responsible for the game concept. His ideas helped the group to find focus and direction.

## CONTACT INFO

Mobile + (306) 531 5058  
Email JoshCouse@hotmail.com

## SOCIAL MEDIA



<https://github.com/JoshCouse>

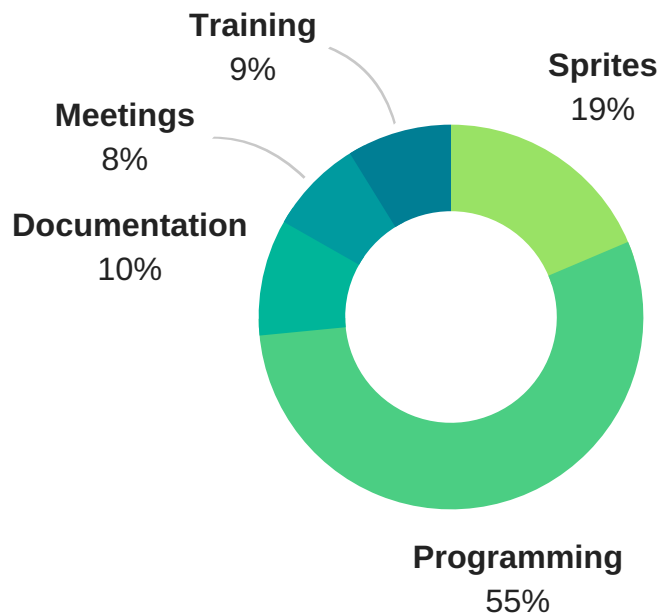


<https://www.linkedin.com/in/josh-couse>

## ESTIMATED TASK HOURS

39.47

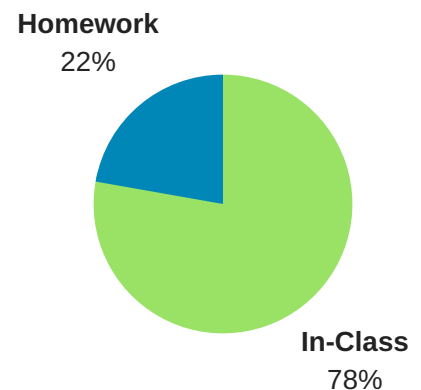
## TASK DIVERSITY



## TRACKED HOURS

In-Class: 35  
Homework: 10

Total: 45





# TIM TROTT

LEAD PROGRAMMER

## PROFILE

Extremely proficient programmer. The project's greatest risks were minimized because of his ability to learn and adapt.

## CONTACT INFO

Mobile + (306) 737 7951

Email Tim.Trott96@gmail.com

## SOCIAL MEDIA



<https://github.com/TimT96>

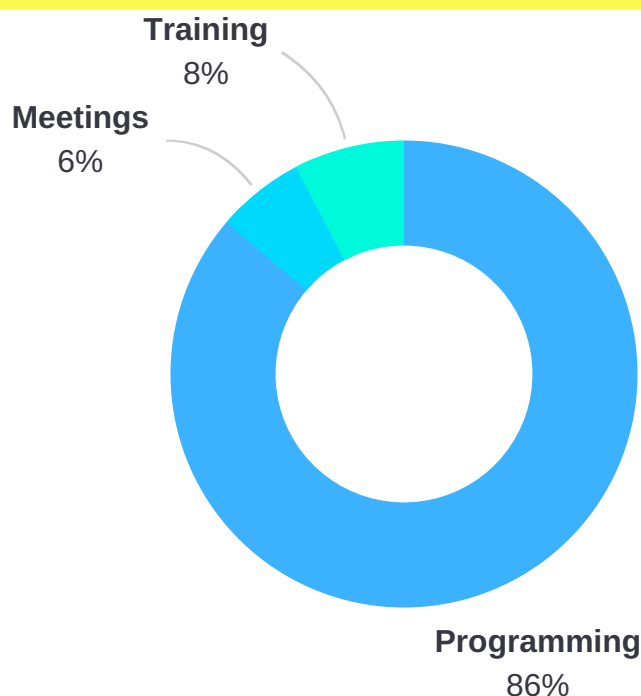


<https://www.linkedin.com/in/ttrott96>

## ESTIMATED TASK HOURS

45.36

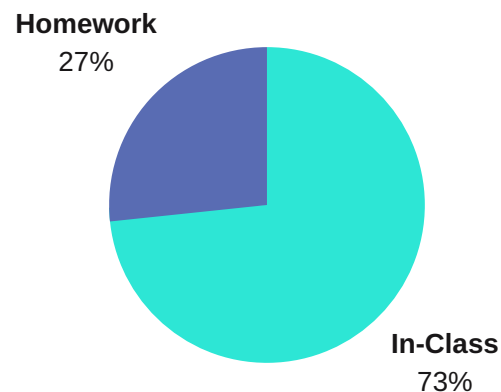
## TASK DIVERSITY



## TRACKED HOURS

In-Class: 33  
Homework: 12

Total: 45





# SUBIN JACOB

GRAPHIC DESIGNER

## PROFILE

Contributed to the polished and professional look of the game. A team player who is always willing to help out with whatever is needed.

## CONTACT INFO

Mobile + (306) 351 4504

Email SubinJacob2006@gmail.com

## SOCIAL MEDIA



<https://github.com/subinjacob1>

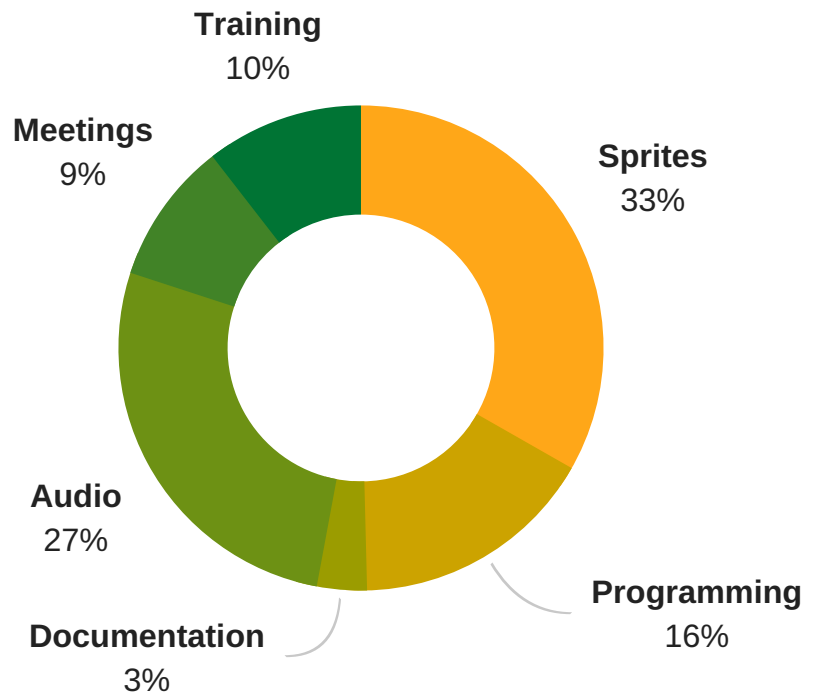


<https://www.linkedin.com/in/subin-jacob>

## ESTIMATED TASK HOURS

31.72

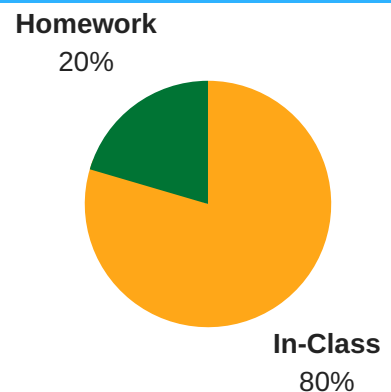
## TASK DIVERSITY



## TRACKED HOURS

In-Class: 35  
Homework: 9

Total: 44



# RENEGADE TARDIGRADE BRIGADE



MOSS PIGLET (PLAYER)

PARTY PLANET (GOAL)



## PROFILE

RTB IS AN ACTION PUZZLE GAME. THE PLAYER MUST REACH THE GOAL BY PLACING PLANET OBJECTS ON THE SCREEN. THESE PLANET OBJECTS AFFECT NEARBY GRAVITY, THUS AFFECTING THE PATH OF THE PLAYER. BUT WATCH OUT! METEORS AND BARRIERS MAY GET IN YOUR WAY.

Schedule ● ● ● ● ●

Scope ● ● ● ● ●

Quality ● ● ● ● ●



PROJECT FINISHED AHEAD OF SCHEDULE



THE TEAM WAS ABLE TO EXPAND SCOPE



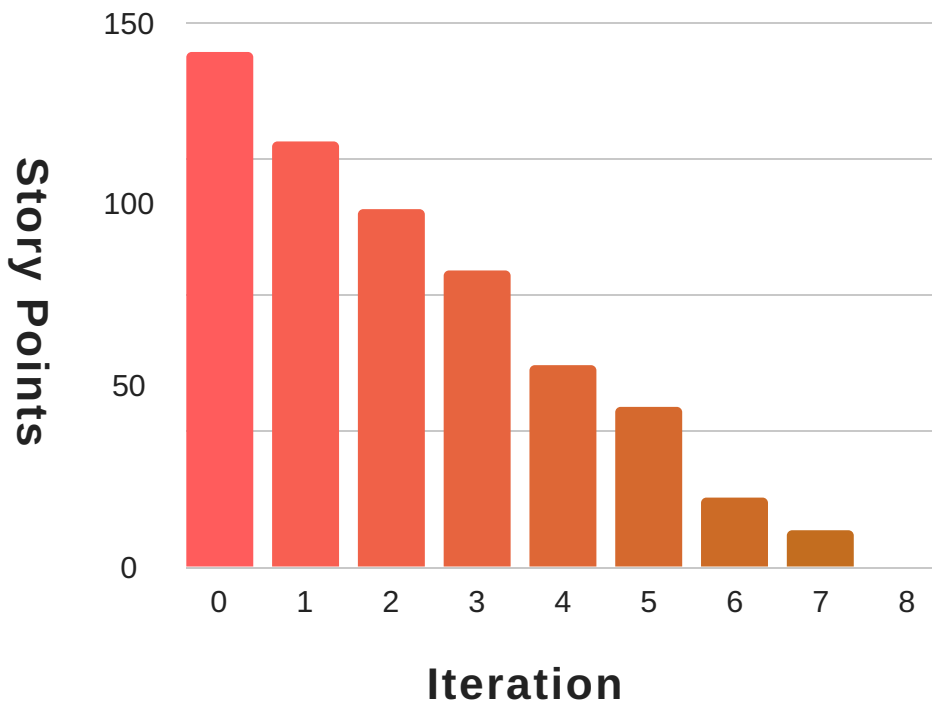
GAMEPLAY IS FLUID AND FUN. HOWEVER, COULD BE DEVELOPED FURTHER AND MOST ASSETS WERE NOT THE ORIGINAL ARTWORK OF THE TEAM

TRY OUT THE GAME @

[HTTPS://WWW.BIS.SIASTR.SK.CA/FIT/RTB/INDEX.HTML](https://www.bis.siastr.sk.ca/fit/rtb/index.html)

# Project Life Cycle

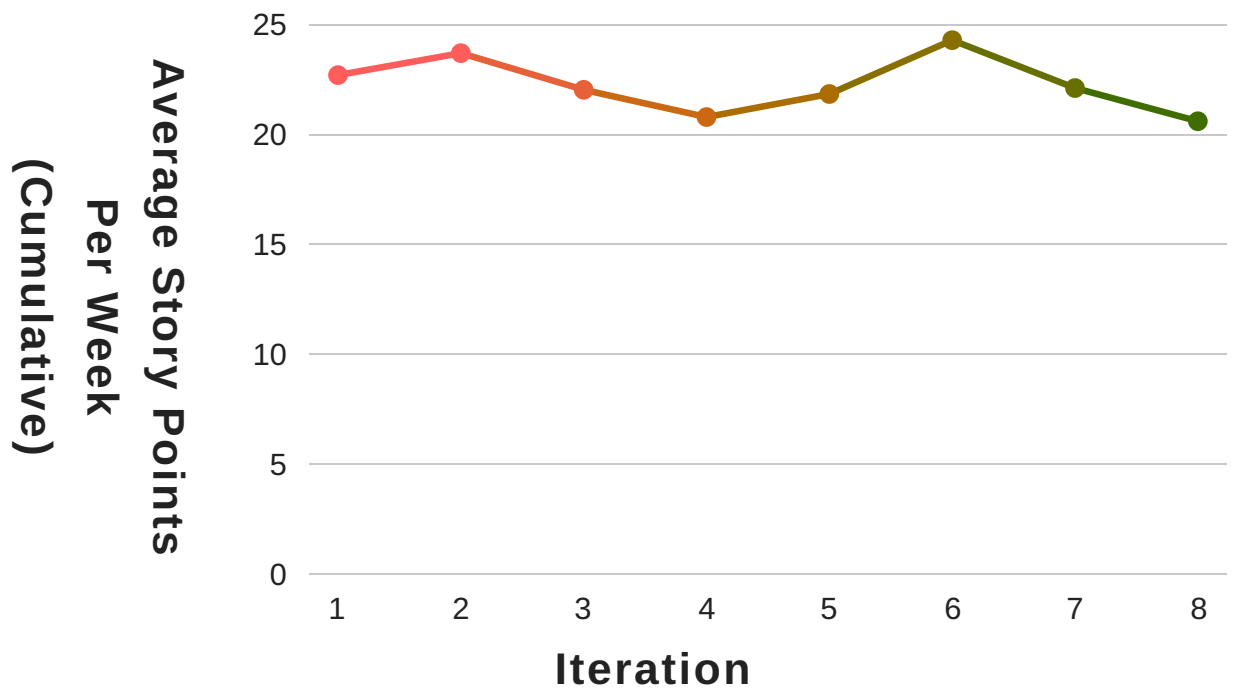
## Burn Down Chart



Total Project Hours

**187**

## Velocity



# BRIEF TIMELINE

## Iteration

### • Key Point

## Week 2

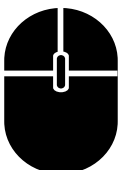
### • Assets

Source free-to-use assets to determine an overall look and direction for the game.

## Week 4

### • Alpha Demo

Demonstrated our game for the entire class.  
Received strong positive feedback.



## Week 1

### • High Risk Tasks

Focused on the hardest programming tasks and learning GitHub.



## Week 3

### • Finished Physics

The high risks programming tasks started in week 1 were mostly completed. They no longer pose the risk we once thought.



## Week 5

### • Documentation

All the project managers had a meeting to discuss documentation requirements. Very helpful.

## Week 7

### • HTML5

Added further enhancements to the game, including hosting an HTML5 version of the game on a web server

## Presentation

### • Don't Panic

Present our project to the panel

## Week 6

### • Add Second Level!

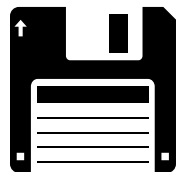
The team is ahead of schedule and has time to increase the scope of the game.



## Week 8

### • Beta Testing

Software Quality Assurance: focus on finding and fixing any bugs.



## Closing

### • Lessons Learned

Finalize documentation. Most important, determine what worked and what did not; use that information for future projects.