

Project - Game to teach agile software engineering

In ENGR301 and other courses, you have studied various software engineering techniques and methods.

The aim of this project is to develop an online game that can teach software engineering to first-year university SWEN/CYBR students.

The product owner (PO) does not expect a game that teaches *all* software engineering techniques and methods but is interested in a game that can teach a specific agile software engineering method or tools designed to support these methods. The PO is open to any type of agile development method, such as DevOps, Scrum, Kanban, or XP.

It must be a web-based game, but the PO does not have any requirements regarding development tools, language, etc. The PO wants to use the game in a class/lab situation, so it should be a multiplayer game. Therefore, it will store students' information and might be played by minors, so it should be safe and secure for the players to play the game.

Schedule for Initial Weeks

Week One:

Tuesday 1200, MCLT102: ENGR302 Kick off lecture

Assignment into groups

Week Two:

Tuesday 1200: MCLT102: Requirements gathering