

Battle Owls Game

Group 5

Team  (Moai)

Jesse McDonald (Scrum Master)

Nicklaus Becker (Front End)

Alexander Ochoa (Front End)

Noah Legault (Product Owner)

Andrew Donate (Front + Back End)

Link to Project: <https://steampunknation.github.io/BattleOwls/>
Link to repository/code: <https://github.com/Phoenixflare1579/Owl>

Milestone 5

7/31/2023

8/5/2023

8/6/2023

Revision History

Product Summary:

1. Name: Battle Owls
2. Marketing: It is a recreation of an old classic of Snake with more added functions like power-ups and abilities and customization for your Owl to make the game fun for the whole family. The game also has the added functions of local and online multiplayer so you can connect and play with your friends and compete for the highest scores. It is very simple and easy to play so everyone can sit down and enjoy this recreation of a timeless classic.
3. All Major Committed Functions:
The game needs to have a smooth movement and be able to correctly detect collisions with objects within the area. The game needs to be able to log a player's information so that when they return they keep all of their progress. The game needs to keep these players' information secure and be able to efficiently run the logic behind gameplay features so that it feels intuitive to the players. And finally, the game needs to be a beginner-friendly experience that is fun because, at the end of the day, it's a video game made for entertainment.
4. Unique Features: Snake game that implements online or local multiplayer with powerups and customization of the player to make it look how they want it to.
5. <https://steampunknation.github.io/BattleOwls/>

Milestone Documents:

Milestone 3:

https://docs.google.com/document/d/1o6AQVJuH22mShPM-rO9hzW2rhw3iz14lc_PozQXwRYM/edit?usp=sharing

Or can be found in

GitHub link:

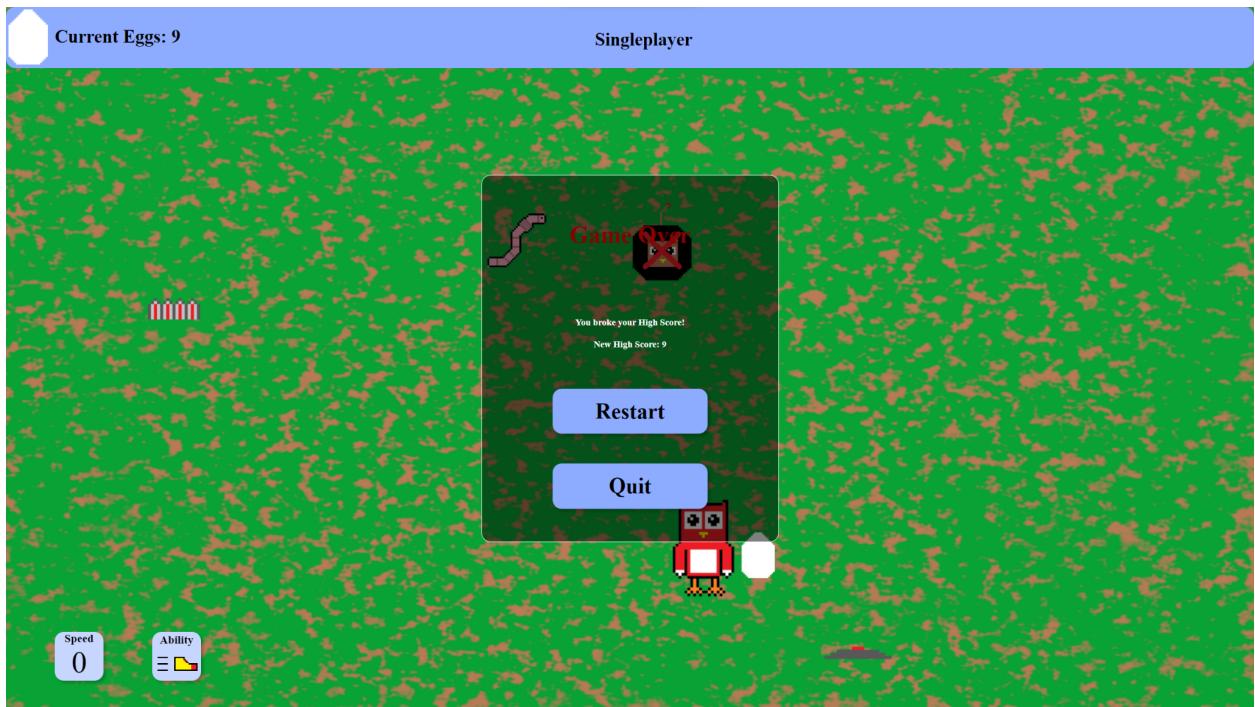
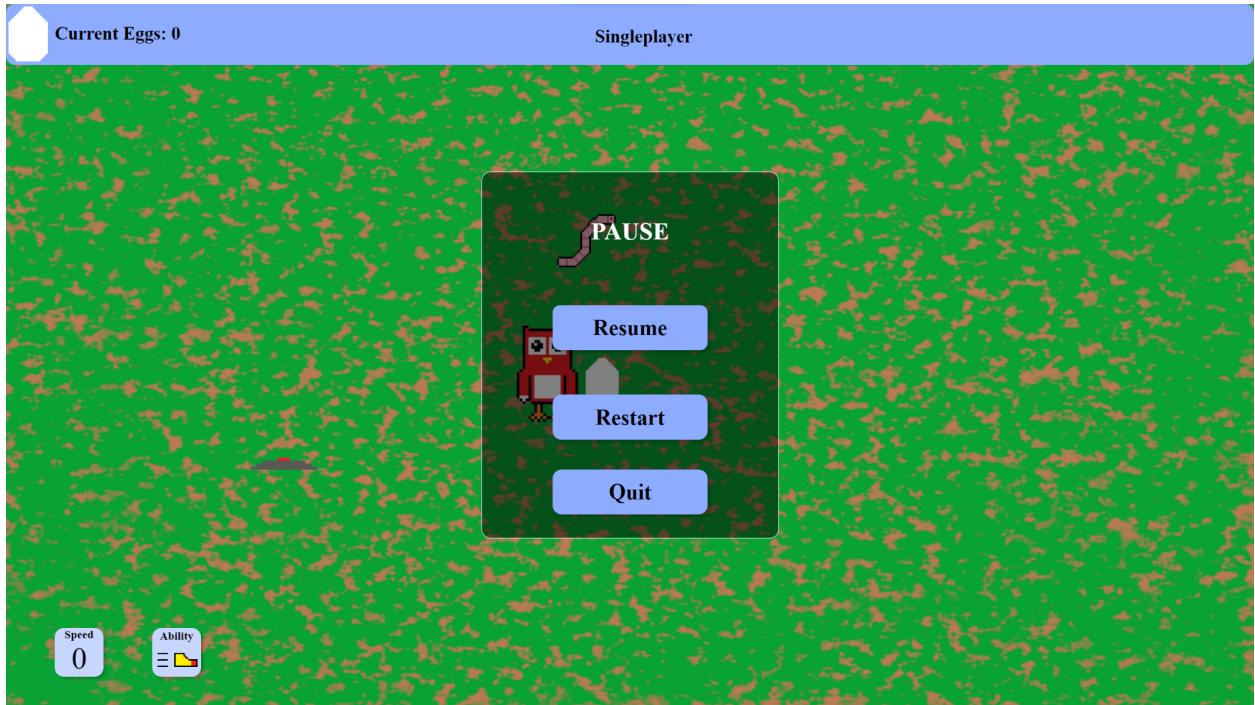
<https://github.com/Phoenixflare1579/Owl>

Milestone feedback summary:

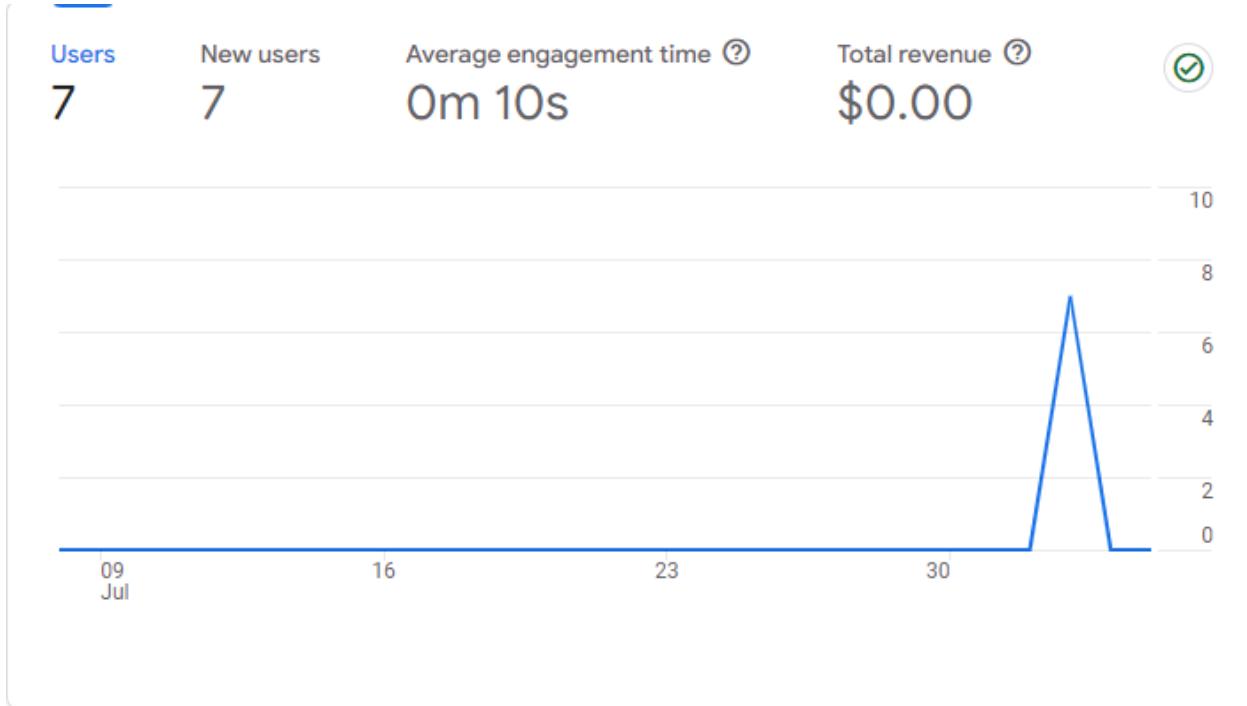
Milestone 3 needed updates for the priorities of high-level functional requirements and updates to the system architecture. We fixed both of these and updated it on Github. And we added the menus and other features so that the demo will not just be the gameplay but the client as well. Milestone 4 needed updates for product summary, both forms of testing, code review, and best practices. We added the marketing section for the product summary, expanded both of the testing forms and explained the components of the best practices for security.

Screenshots of Final Product:

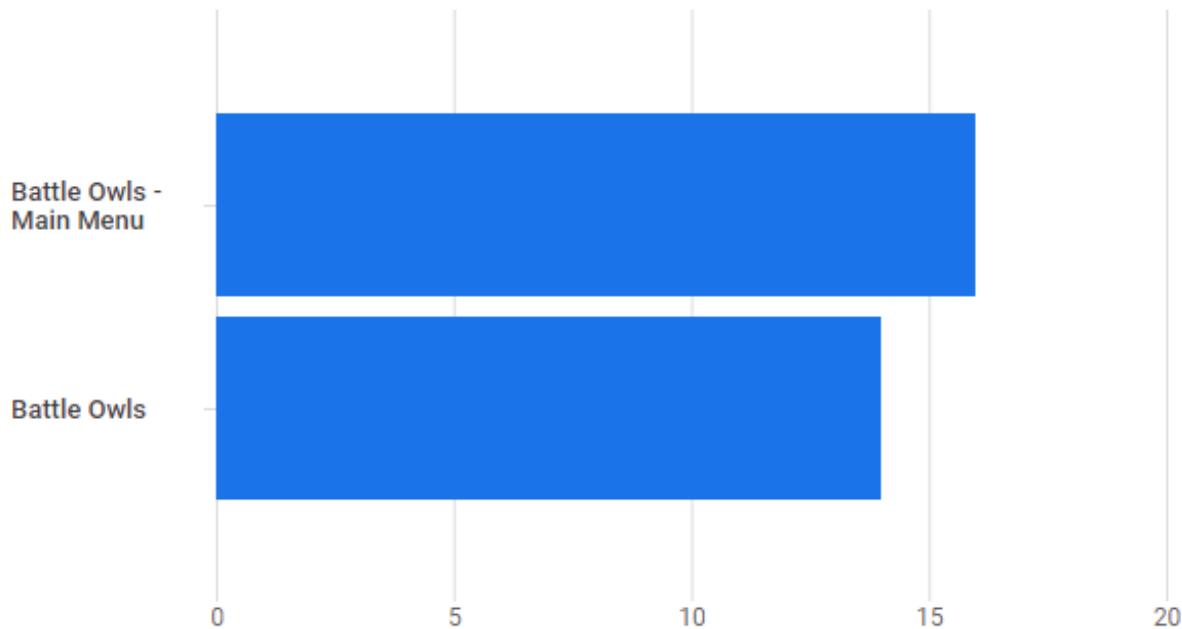




Google Analytics Plot:



Views by Page title and screen class



Team member's contribution:

Noah Legault (20/20): Assets, JS Backend, UI

Andrew Donate (20/20): UI/UX, Json Backend, Website integration
(Github pages)

Jesse McDonald (20/20): Set up and managed communications,
YouTube channel manager, Aid in UX Development, JS Backend

Nicklaus Becker (20/20): Tech Samaritan, Backend Functionality
(Movement), Bug Buster

Alexander Ochoa (20/20): Final Presentation Deliverable,
Documentation, Aid UI/UX development, Sound Development

Post-project Analysis:

This was a very fun project to work on but also was challenging in some ways. Most of us have never dealt with anything in this realm before so we were all in on getting our feet wet for something new and different. One of the biggest issues that we faced during this project was the integration of the web hosting. We all eventually agreed to work with Replit that ended up working out for us very well. It obviously started off a little confusing to some of us but we all got the hang of it very quickly and it became a big success of this project. Another hard challenge that was unexpected but we soon realized would be a problem is the communication and trying to get everyone to work together at the same time and figure out what all was needed to be done. As I said above Replit was great for this and laid out everything in front of you so that if you went in to work on this project you would see what the issues were. Another harder part that seemed to have us stumped for a little bit was just starting this project off together and trying to brainstorm the different ideas and pull everyone's combined ideas into one game. Everyone came in with a different thought of how to do this and we did very well on combining all of our thoughts and putting it into this project that everyone worked very hard on and we were all more than happy with how this came out. Of course there was more we wish we could have done but it comes back to the problem of everyone not always being available at the same time to work on it together. I believe that us choosing to work on a game over other project ideas that we could have done was a great idea for the team as well. Everyone was very energetic and happy to work on this together and it made it more of something fun for us than something we just had to work on.