Team Flannel

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Tools Used - Overview

Unity - Coding, Testing
Discord - Communication
Kanban - Project Tracking
Version Control - GitHub
Database - MySQL

Game Engine - Unity

unity3d.com

Rating - 2/5

Pros -
    Lots of functionality
Cons -
    Learning curve
    Hardware restrictions

Communication - Discord

DISCORD

discord.com

Rating - 5/5

Pros -
    Easy to use
    Convenient
Cons -
    Notification settings

Project Tracking - Kanban Flow

KanbanFlow

kanbanflow.com

Rating - 2/5

Pros -
   Easy to use
Cons -
   Redundant

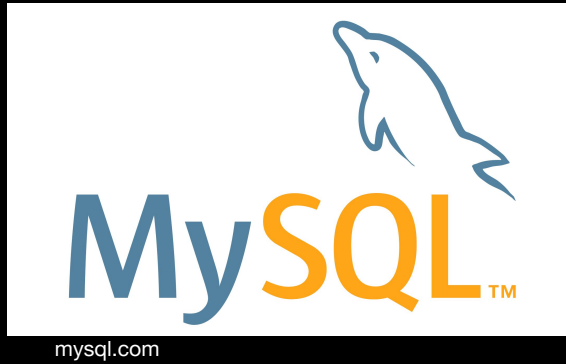# Version Control - GitHub

github.com

Rating - 5/5

Pros -
Branches
Cons -
Merging issues
Inaccessible

Database - MySQL

mysql.com

Pros -
   Quick deployment
   Easy to use
Cons -
   Not fully SQL-compliant

Rating - 3/5

Testing - Unity Test Runner

unity3d.com

Rating - 3/5

Pros -
    Built-in

Cons -
    Poor support
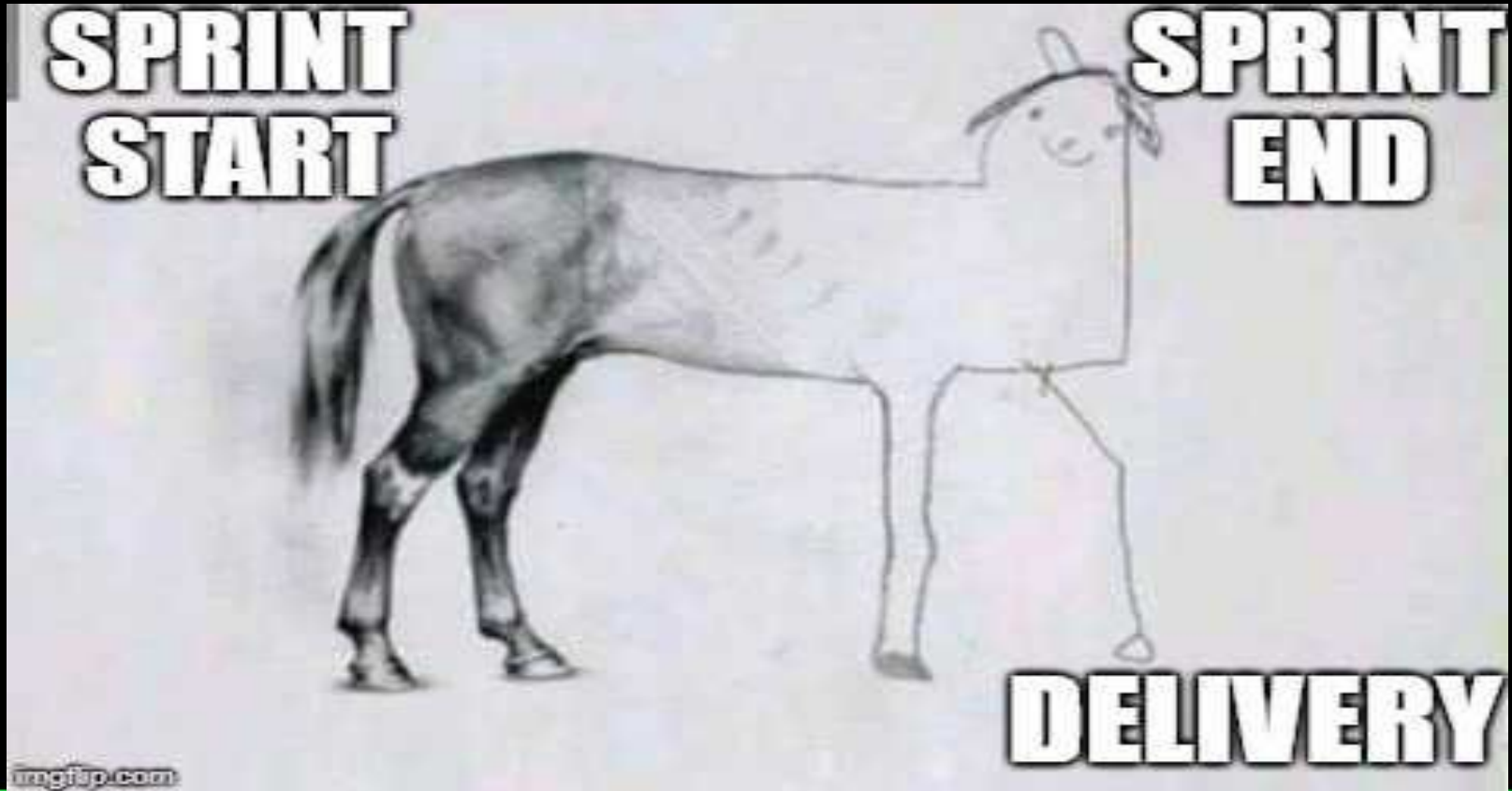
Project Management Methods

Agile - Weekly Scrum Meetings

- Started very well and faded away...
- Flexible
- Lost well-defined vision of project

General Project Timeline

Deployment

Local

    Download and play client-side

Server Communication

    Login and registration

What Worked

Version Control

   Speedy development

Discord

   Accessible and reliable communication

What didn't work?

Unity - Hardware issues (GPUs)

Time Management - Implementation took longer than expected

Agile - Scrum meetings toward end of project

Last-minute changes

Agile - Scope changed throughout project

Registration and login deliverables were at expense of in-game features

Game - The Final Flannel

Target Audience - Anyone who needs a break

Application Purpose - Entertainment

Benefits to User - Stress relief leading up to finals

Live Demonstration