



Project Management & Development

Project Management

- Issues in planning – Timetables/Schedules, Gitbash Merge Conflicts >> Fixed through cohesive collaboration from all sides.
- What worked well in Planning & Scope – Leaning on each other, defining scope (What is necessary, versus what we want), Outlining our skillsets early.

Development

- Positive Aspects in our Development Process – Solid team members, a “lean on each other” mentality, being proactive about things we are struggling with and finding a solve together.
- Gaps Encountered in Development – Understanding of GitBash with merge conflicts, good practices to avoid conflict issues.
- Documentation Leading to Success – Gantt Charts, Trello Boards, Excel Timelines, Alpha/Beta/Final Release.

Quality Assurance & Testing



What went well – Short testing loops, Real time feedback from team members to fix issues.



What didn't go so well – Merge conflicts were a major issue, Team Meeting scheduling issues not allowing for team debugging every week.



How we handled the debugging process – Utilizing all time available, communicating issues, and asking for help sooner than later.

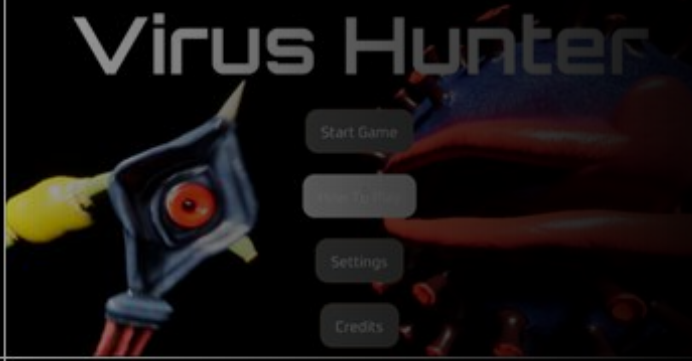



Should anything be done differently next time? – Better scheduling, or early week timetables from each member.



Test Plan


ub.com/jwellman1307/GAM305_Team_One_FPS.git]

Description of Test	Pass/Fail	Bugs	Runtime Errors	Updates/Error Resolution
Starts in when the game starts	Pass	None	None	
Move around on the map	Pass	None	None	
Look around smoothly	Pass	None	None	

Tools & Practice

- Tools & Techniques Used – Excel Timetables & Testing Charts, Trello Board for Tasks, Discord for communication.
- Tools That Did Not work – Trello Board.
- Initial Analysis of the Game Document – Helped define mechanics, defined tasks that were necessary, helped us add what we wanted with timetables.

Virus Hunter



Communications

- Strong Points of our Team – Communication, Collaboration, Forward-Thinking, Creativity.
- Weak Points of our Team – Schedule conflicts, Github/GitBash Experience.
- Collaborative Strategies Used – Constant communication during issues, Being proactive about every issue, Teaming up to solve major issues like merge conflicts.

Start Game

How To Play

Settings

Credits

Quit



VICTORY

Restart

Conclusions –

Suggestions for future projects

- Require some easy educational videos on github/gitbash best practices for all members no matter the experience.
- Better document changes during merges.
- Set limitations on big changes early on.
- Better Scheduling management