Team Plan: Sprint 1

Utilizing the team building skills introduces throughout the Business Architecture course, our team aims to create of a Point and Click browser adventure in the vein of Clue, Nancy Drew mysteries and others of the genre. This document will highlight our team members, their roles and skills as well as overall project feasibility and risks.

Members:

Larissa

Wesley

Samantha

Angie

Mara

Useful Skills:

Artistic: Samantha (Visual Direction) Larissa (Photoshop, lay-out)

Database: Mara, Angie

HTML: Wesley, Angie

JavaScript: Larissa

Team: Character development

Tools: GitKraken, Draw.io, GitHub, Excel, Photoshop/Illustrator

List of things to be done:

1. Wireframe utilizing Draw.io
2. HTML
3. Coding and Mechanics
4. Database
5. Assets and Art
6. Design
7. Plot 1 Play
8. Final Testing
9. Presentation of Project

Stretch Goals:

1. Audio
2. Maps

Competition:

All point and click adventure games!

Inspiration:

1. A Dark Room
2. Legend of Zelda
3. Clue

Feasibility:

1. Technical (Skill building, creating something new.) Can be done.
2. Economic (Time is our money) Can be done.
3. Resource (Time: watch out for “feature creep”) Can be done.

Risk:

1. Feature Creep – medium risk

2. Lack of Experience – highest risk

3. Time – medium risk

4. Team Dynamic – medium risk