

Future CS2340 Project Idea

A future idea for a CS2340 project backing off the current game design platform is to create an arcade type interface. This arcade type interface would hold a range of 8 to 10 games each of which would be self contained and have its own place in the larger scope of the project. This type of project allows for more modularity (which is consistent with agile software development patterns) and allows groups to explore coupling principles in distinct ways as each game would have absolutely no relation to the others - perhaps even allowing for user defined packages. Possible ideas for the scope and complexity of the games that could exist inside the platform include Tic-Tac-Toe, Snake, or simple card games.

Milestone 1:

The first milestone of the project would be similar to that of the current project. This milestone would be responsible for setting forth expectations and rules of the group as well as brainstorming possible high level ideas for the implementation of the project such as what games would be included. The deliverables for this milestone would be the team contract as well as documentation of the brainstorming.

Milestone 2:

This milestone would be the first coding milestone but not too intensively. In this milestone groups would be tasked with creating a github repository to store their future project in as well as in that repository including their first workings of the project which for this milestone involve having some semblance of a welcome screen. Furthermore, this milestone would include the first UML diagrams which for this milestone would be a use case diagram to showcase hypothetically how a user might interact with this project. The deliverables for this milestone include the github repository, use case diagram, as well as peer evaluations.

Milestone 3:

In this milestone groups would crystallize the implementation patterns of their project. This project would involve each member adding 3 to 4 mini-games to the project as well as providing some interface where the users can interact with the games. This requirement doesn't seem too hard as the games will all be relatively simplistic as delegating the work can definitely accomplish this requirement with relative ease. Furthermore, another ULM requirement will be included which would be a class diagram for *an uncompleted* game.

Milestone 4:

By this milestone the groups will have a general grasp of the development patterns. In this one the users will add the remaining games to the project. There will be no other ULM requirements and the interface in which the games are played should have already been added by this time so this would be feasible. Furthermore there would be another peer evaluation at the end of this milestone.

Milestone 5:

Milestone 5 is concerned with refactoring and code analysis. Like Milestone 7 of our current project we would be tasked with identifying GRASP and SOLID principles as well as identifying code smells and also analyzing the project for minor and major errors. Also, the group should set a hypothetical timeline for how these issues could be addressed in the future.