

Python

Agile Project – Week 3 Presentation

Team Members & Roles

Alex Peters

Scrum Master

Nick Clark

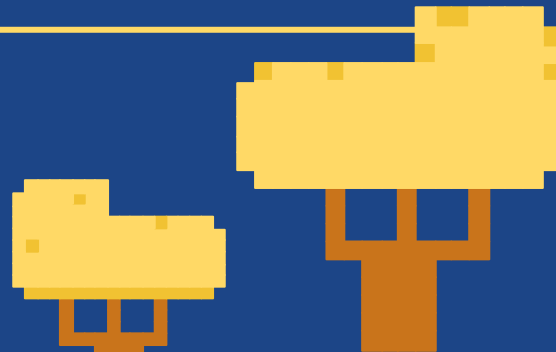
Design Lead

Zach Madison

Code Lead

Mana Yamamoto

Documentation Lead





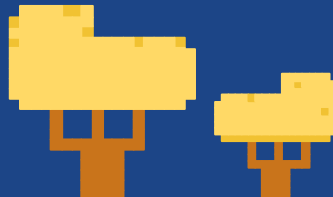
Project Description

Python is a UNK themed game of snake, similar in attributes and rules to the traditional snake game

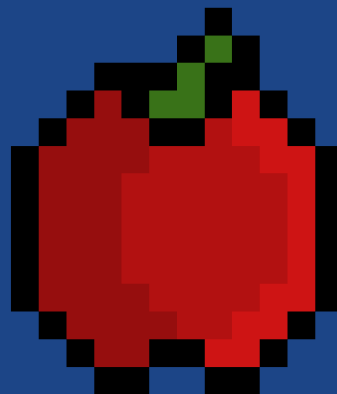
Scope: Create a player-controlled snake game where it ends if it runs into itself or the wall. The snake will grow when it eats.

Outside Scope: High score table, multiple food types

Outcomes: The group accomplished everything it set out to do within the scope of the project



Milestones



3/28: Implement a player-controlled snake

3/3: Game ending when snake hits the screen border

4/2: Object for Adam's face to eat, as well as score tracking

4/4: Snake grows when it eats & its body follows the head's path

4/9: Game ends if the snake hits itself

Demonstration



