JAGSAT project
Project Status Report 3

Juan Pedro Bolívar Puente
Aksel Junkkila
Guillem Medina
Sarah Lindstrom
Alberto Villegas Erce
Thomas Forss

Project Course
Åbo Akademy
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Revision history

Date	Version	Description	Author
22.03.2010	1.0	Status Report	Alberto Villegas
25.03.2010	1.1	Tuning.	Juan Pedro Bolívar

Contents

1 Time tracking

Time tracking	J-P	Alberto	Thomas	Guillem	Aksel	Sarah
Management	5	5	2	5	4	5
Lectures	0	0	0	0	0	0
Meetings	5	5	5	5	5	5
Group Learning	0	0	0	0	0	0
Design	10	12	0	4	0	0
Coding	80	15	20	47	4	0
Testing	20	8	8	0	2	0
Documentation	4	12	3	0	0	30
Self Learning	10	10	5	8	10	10
Artwork	10	0	8	0	30	0
Total	145	65	51	69	55	50

Table 1: Time track

2 Completed work

The completed work is shown in table 2

3 Risks

In the beginning of the project we identified the following risks.

- *Availability of the resources. As the team members are working in the team besides other studies and activities, it is very difficult to guarantee the availability of the resources.*

  We have kept meetings on a regular basis to keep each other motivated and up to date with the tasks we are doing. This has worked well. We have not experienced that other activities (trips, other courses) have hindered the project in any other way than we expected.

- *Dependency. This game depends on how the TribeFlame device works. Changes in the device may occur, and might make this project very sensitive.*

Task	Status	Completed at
Project Plan (1)	100 %	02.10.2009
Project Vision (1)	100 %	02.10.2009
Venture Cup 1	100 %	11.11.2009
Design Document	100 %	11.12.2009
Prototype source code	100 %	15.12.2009
Risk map ver. 1	100 %	11.12.2009
Project Plan (2)	100 %	11.12.2009
Project Vision (2)	100 %	11.12.2009
Alpha release	100 %	10.02.2010
- Core layer	100 %	
- In game menu	100 %	
- Main menu	95 %	
- Player menu	100 %	
- Map loading	100 %	
- Map component	100 %	
- Setup stage	100 %	
- Game stage	100 %	
- Integration	100 %	
Project Plan (3)	100%	12.02.2009
Project Vision (3)	100 %	12.02.2009
Beta release	95 %	20.02.2010
- Load/Save game	90 %	
- Improving widgets	90 %	
- Art	90 %	
Venture Cup 2	100 %	11.03.2010
Beta release 2	90 %	12.03.2010
- Art	80 %	
- Programming	100 %	
Status report 2	100 %	12.03.2010
Risk Map ver. 2	100 %	12.03.2010
Graphics and sound	90 %	12.03.2010

Table 2: Complete work

It has happened that the device did not have a multi-touch screen in the end. However, we had taken this into account from the beginning and our user interface model was easy to translate. The TF library however has proven to be a challenge for the most of us.

- *Motivation. The team members are not motivated enough and may not finish the project on time.*

No problems with the motivation. Everyone is motivated and eager to get the game working.

- *Lack of knowledge. The programming language Python, which is new to a few team members, may prove to be more challenging than we thought in the beginning of the project.*

  Python has indeed been a challenge for many of the team members. We have had two separate meetings concerning Python to make sure everyone has basic knowledge of the language. Other than problems learning we have had some problems regarding the API sent by the client, these problems include not being able to understand how it works properly as well as some features not providing the functionality that they were meant to do.

- *Over ambitious. The team may plan a game which is not possible to program within the timeframe of the project.*

  We have reviewed our project tasks several times. Today we have a clear view of the game and are confident that we can finish it in time. We have a few functions we can skip if we think we do not have the time to finish the game. Also, by skipping some very time consuming functionality we could use more time in polishing and adding nice-to-have features.

- *Time table not estimated correctly. The schedule is not realistic and has to be revised during the project.*

  We have found some problems with the initial schedule. Some changes have been done according with, what we estimate. our resources at this moment.

- *Injury, illness or other issues that prevent people from working. If this happens we will have to adjust the schedule and switch roles from back-up to main.*

  No such things have occurred.

4   Status report summary

The final stage has been a challenge for everyone of us. With the ICT-Showroom as death line we had to split ourselves in order to manage with our personal studies and the load of work to do. We really wanted to

impress people and finally we succeeded. The crazy previous days leaded to a satisfying morning where everyone wanted to try our prototypes and ask about our project. Competence was hard and finally other projects won the prizes but we were really satisfied.

Work is not over. Our over ambitious initial specifications have placed our project on a playable state but there are still some functionalities to be add. The low coupling and predictability in our design makes us possible to handle a product right now and several upgrades in the future.

Still, the current result is very satisfying. The game is fully playable, includes most of the planned features plus some extra ones. The user interface is very innovative and sets a new ground for exploration in the digital board game market.

Anyway, the Project Course experience has been great. The chance of working on a group, for a company and in a whole project is unique and we will all take an advance of it.