

Flex Friday Exploratory Project Proposal

And/Ore Frontend Team

1 Vision

1.1 Purpose

In the front end of the And/Ore development team, the team is engaged on designing the game to make it more practical, so the players are more likely to enjoy the game. the team is also making the AI in the game work to its maximum potential, as it will make the game, once again, more enjoyable, entertaining, and easier to play, as the players can play around with their own custom AI, with limitless possibilities. The team is doing this because the team believes that it will be fun and will do it by learning how to create AI.

1.2 Goal

For goals, the front end team plans on making the game have actual textures instead of numbers and letters. the team also plans to make the game more user-friendly, which includes an interface that is more than just black and white. the team also plans on making the AI features of the game work, so a computer and learn to play the game and work well.

2 Approach

2.1 Objectives

- Create textures for the game.
 - The team will develop textures for the game
 - The team will create animated enemy and player models to make movement more realistic
 - The team will work together on a list to organise what the team has to update for textures.

- Create a more user-friendly game
 - The team will create a more user-friendly game.
 - The team will learn how to create user interfaces and apply their newly minted knowledge to the game.
 - This will allow the users to enjoy the game to a higher extent.
 - Creating a tutorial for new players will create a better new player experience.
 - Make the game's controls comfortable and not two-handed.
- Make an AI
 - To make an AI, the team first needs to understand how AI "thinks" and how to teach it.
 - Make the AI easier to work with both developers and users.

2.2 Team

Joseph Corwin

Joseph Corwin has experience in Java, Javascript, C#, Bash scripting, and client-server communications. He's participated in several programming projects, such as the previously active Horse Magic Studios, a project that was dedicated to creating a video game using GameMaker Studio. Other projects also include a 4-player networked pong clone with active score tracking and basic AI.

Caleb Marston

Caleb Marston is a junior in the project who specializes in mathematics, neural networks and AI. His main goal on the project is to learn what a neural network is and optimize the current one. He has read a substantial amount on learning ai.

Nate

Nate has some programming experience and is a fast learner. He is mostly interested in Machine Learning.

Sophey

Sophey has some experience with coding, and can draw but plans on improving her digital art skills.

Matt

Matt is a programming novice, continuing to learn HTML and Python.

Alex

Alex feels comfortable using photoshop, but still feels that he has room for improvement.

Kitten

Having previously dabbled with programming, Kitten is a fast learner and has experience with digital art.

Marissa

Marrisa can draw, but needs to improve her digital art skills.

Cuatro

A noticable active member of the communities he associates himself with, Cuatro is a team member willing to learn what it takes to get the product shipped.

Ellis

Ellis can do art.

Ian

Ian knows some programming fundamentals, and can do anything assigned to him with the right attitude.

2.3 Milestones

- 10/01/16
 - Version 1.4 Release
 - * Introduced feeding treats to your neural network.
 - * Split up game server for better performance and to introduce the start of multiple playable worlds.
- 10/15/16
 - Version 1.5 Release
 - * Bug Fixes
 - * The release of sphere, an admin panel for game moderators
 - * New feature to heal others/buildings.
- 10/29/16
 - Version 1.6 Release
 - * Chat Introduced
 - * Bug Fixes
- 11/11/16

- Prototype of Isometric Art Viewer meant to replace the text representation of objects present in the game.
- 11/12/16
 - Version 1.7 Release
 - * Bug Fixes

3 Logistics

3.1 Resources

- Collaboration
 - Slack, Team Messaging App
 - Github, Social Coding & Issue Tracker
- Theory
 - Hal
 - Rob
 - Rubber Duck
- Learn to Code Resources
 - PyCharm Edu
 - CodeHS
 - codecademy
- Development Tools
 - Windows
 - Linux
 - atom
 - PyCharm
 - SmartGit

3.2 Budget

The Backend team of And/Ore is the only team with expenses.