

Flex Friday Exploratory Project Proposal

And/Ore Playtesting Team

1 Vision

1.1 Purpose

The purpose of the QA Team is to find and report bugs in And/Ore to make the game more enjoyable, and less frustrating. They will explore the code of the game looking for mistakes that would cause bugs to happen. This will help us to learn more about code in general. If they have trouble, they can ask Hal for advice, and the team will use that information to make a fun and entertaining game.

1.2 Goal

- Help create a bug-free game
 - Will find and replicate bugs
 - Will learn how to write proper bug reports
- To get hands on experience on what it is like to make and develop a game.
 - Will become familiar with the codebase by asking/looking up ways to read the algorithm
 - Will learn how to use collaboration tools productively.
 - Will recommend solutions to the backend team

2 Approach

2.1 Objectives

- Each member of the team wants to have found ten bugs.

- The team wants to be able to understand the code of the game enough to explain to a non-coder.
- Each team member needs to understand git[hub] well enough to explain bugs properly.

2.2 Team

Xander B.

Xander is the team leader for the quality assurance team, and helps out team members frequently. He has the arduous task of reviewing bug reports before they're sent out, and assigning tasks to each member's strengths and weaknesses.

Owen Watson

Starting with a blank slate, Owen is interested in the project because he'd like to learn more about what it takes and the challenges faced when designing a video game.

Josh Erickson-Harris

While having no previous background experience, Josh is interested in the project due to his curiosity in game design.

Bodhi Wilkins

Coming from a novice coding background, Bodhi is interested in this project because of his interest in video games and curiosity in wanting to know how they're made.

Liam Connor-Schaefer

Liam has experience in finding bugs in games, and isn't a beginner to coding, so he's counting on building on top of his pre-existing knowledge.

2.3 Milestones

- 10/08/16
 - 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.
- 10/22/16
 - Version 1.5 Release
 - * Bug Fixes

- * The release of sphere, an admin panel for game moderators
 - * New feature to heal others/buildings.
- 11/05/16
 - 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.
- 11/19/16
 - 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.