# Flex Friday Exploratory Project Proposal

And/Ore Playtesting Team

## 1   Vision

### 1.1   Purpose

The group as whole wants to learn more about what game development is like, help And/Ore become a better game, and get people interested in game development. We hope to make the game more successful by providing information about the way the game works to the front and back end teams.This will help to make the game fun for players by providing many different features and gameplay styles.

### 1.2   Goal

- Make the game more compelling, and less repetitive by informing the back end team of flaws and possible new features

- Make game less confusing (via wiki/legend)

- Increased number of items.

- Make sure you cannot block off half the map and not be able to break whatever is blocking it.

## 2   Approach

### 2.1   Objectives

- All players in playtest will feel like the game is balanced.

- Write the wiki with game mechanics listed clearly.

## 2.2   Team

Alec Wilson

Alec is good at finding things that are not fun.

Sam Nunn

Sam plays video games and is interested in game development.

Owen Crowley

Owen is very into game development and will work hard to learn and stay on task.

Quinn Balsam

Quinn can be helpful, but also has a tendency to procrastinate.

Alex Pape

Alex is here to learn about game development and experience it while he still can.

## 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

- Theory
  - Hal
  - Rob
  - Rubber Duck
- Learn to Code Resources
  - PyCharm Edu
  - CodeHS
  - code cademy
- Development Tools
  - Windows
  - Linux
  - atom
  - PyCharm
  - SmartGit

## 3.2 Budget

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