Report for Week #1

PROJECT TITLE
Group: 6
Date: January 26, 2025
Location: NAU
Present participants: Ethan M (Reporter), Elizabeth B (Quality Assurance), Camelia M (Presenter), Asher R (Manager), Chandler S (Presenter)
Missing participants: N/A
Project repo: https://github.com/boothe0/CS386GodotProject.git

1. Talent Inventory

Each member of the group should introduce themselves, and describe their experience, interests, and relevant expertise. This will help to adjust the project idea and technical choices to the group profile. Include in your report a brief sentence to summarize the experience, interests, and technological expertise of each member.

Elizabeth: A sophomore majoring in software engineering that has interest in game development and so far has done some introductory work with godot. Interested in retro style games.

Camelia: A sophomore majoring in computer science and minoring in studio art with an interest in game development, especially involving storytelling and art. Experience using Python, C, and HTML/CSS/Javascript.

Asher: Junior majoring in software engineering with interests in backend tooling and game development. Experience in python, C#, lua, SQL databases, and version control.

Ethan: Junior majoring in computer science, interested in game development. Experience using python and C# which can help with our project that will be made with Godot.

Chandler: Junior majoring in Computer Science. Experience with python, C, C#, and website tools. Has experience developing a small-scale game with interactive systems.

2. Roles

As described in the "Team Project Instructions" document, there are four roles (manager, quality assurance, reporter, and presenter), and everyone should rotate through these roles at least once. Each member of the group should have no more than one role per week unless your team has less than four active members. On top of these roles, every member is expected to work on coding and writing the project deliverables. After everyone has rotated through the roles at least once, the group can decide to keep rotating or to assign permanent roles to specific team members.

Your report should describe your role rotation schedule until everyone has rotated through the roles at least once.

We will rotate a role every 2 or 3 weeks so everyone can get a chance to be in a role. We might rotate through the roles quicker so we can solidify who is assigned to what role permanently. We also decided that, for now, there will most likely be two presenters due to five people being in the group.

3. Meeting Schedule

You should have **in-person** weekly meetings starting in the 2nd week of classes until reading week (see the Course Schedule on Canvas). No meetings are required during Spring Break (if applicable). Most project deliverables are due on Sunday, thus, meeting near the end of the week can be an opportunity to work together to wrap up the documents and plan for the following week. You can also schedule another meeting at the beginning of the week for planning purposes and additional quick meetings just for follow-up if the group feels the need.

Document your meeting schedule in the team report.

As a group we will meet every week but it will vary depending on everybody's availability that certain week, taking into account work schedules and personal lives. We will aim for it to be a few days before Sundays, when the report it due, so in the meetings we can discuss our individual tasks that we had completed for that week and if they have not been completed then it won't leave us rushing to get those certain parts finished, especially if there was help required for any of it. This will also hold us accountable for completing our own assigned contributions to the project, so we don't show up to the meetings with nothing done for that week.

4. Communication Plan

Discuss in your group the use of communication tools like Slack (https://slack.com/) or Discord to communicate about project-related issues during the week.

Also discuss how you are going to deal with disagreements on design choices. E.g.: "We will make decisions by unanimous agreement" sounds nice, but a "2/3 majority" may be more helpful in moving things along.

Also discuss how to deal with non-performing team members. Coming to basic agreements about some of the most contentious issues of group work before these issues have surfaced provides a basis for discussing and dealing with them calmly. Putting these issues on the table as legitimate for group discussion also makes more explicit the co-responsibility that all group members have toward one another and helps to avoid some difficult situations.

Finally, remember that the actual contribution of each member toward each deliverable of the project should be reported and that peer evaluation has a significant impact in your grading. Please, don't let your team down!

We decided to use discord as our method of communication. We will make decisions based on unanimous vote due to us having a low chance of conflict on design ideas. To deal with underperforming members we will have to split up the work that person did not do among the rest of the people participating. We would also communicate this issue to the professor and most likely their name would not be included in that week's work.

5. Project Idea

Now it is time to discuss project ideas and scope. After deliberating in the group, use the weekly report to describe what your product is going to be and the main proposed functionalities.

Some remarks about the project scope: I would like to remind you that the focus of our course is on software engineering techniques, so the project does not need to be technologically sophisticated (e.g., dealing with large volumes of data, adopting cutting-edge technology, etc.). You don't want to spend most of your time trying to figure out how to accomplish the implementation itself or learning a new framework or programming

language. Just manage the risks. The more important aspect of the project is that it must be valuable for someone. The most common choices for this course are mobile apps and web systems. I don't want you to finish the course and say "hey, this is a proof of concept that shows that this technology works," I prefer "hey, this is a prototype of a product that has value for someone and that is well-designed for future evolution." Of course, it is very hard to come up with an idea for a helpful product out of the blue. Don't worry, you can change your mind or pivot over the semester. We will have classes to discuss how to determine if your idea is worth pursuing.

Also begin thinking about what technologies will be used. You can change later on, but it is worth deciding about the initial infrastructure. Think about programming and scripting languages, database technologies, frameworks, libraries, protocols, GUI, running platforms, development environment, remote services, etc.

Adventure game that takes place in an over-world. Each level chosen determines what enemies the player will take on. In addition, the levels will be set up as an arena battling waves of enemies until the level is complete. We plan to have work to be done on art and worldbuilding to flesh out this idea more as the weeks progress. The theme and overall direction will be decided by next week or the following weeks as the art and concept gets more fleshed out. The tools used during development will be Github, Git, Godot, GDScript, and Krita. This is subject to change or grow if needed.

6. Next steps

Think about what needs to be done and assign tasks. Update your activity management system with new tasks, actual hours spent in the activities, and corresponding GitHub issues. Summarize these tasks here.

- Brainstorm details to adventure implementation
- Flesh out idea of minimum featureset
- Set up development environments
- Start work on basic arena and attack implementation