

“The Message”

by Team 3 PLESIR

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Team 3 = PLESIR

- PL = Poland
- ES = Spain
- IR = Iran
- PL+ES+IR = PLESIR
- “PLESIR” reflects the team’s international character and the game’s main plot (AI, CLR, MS)

Python Game

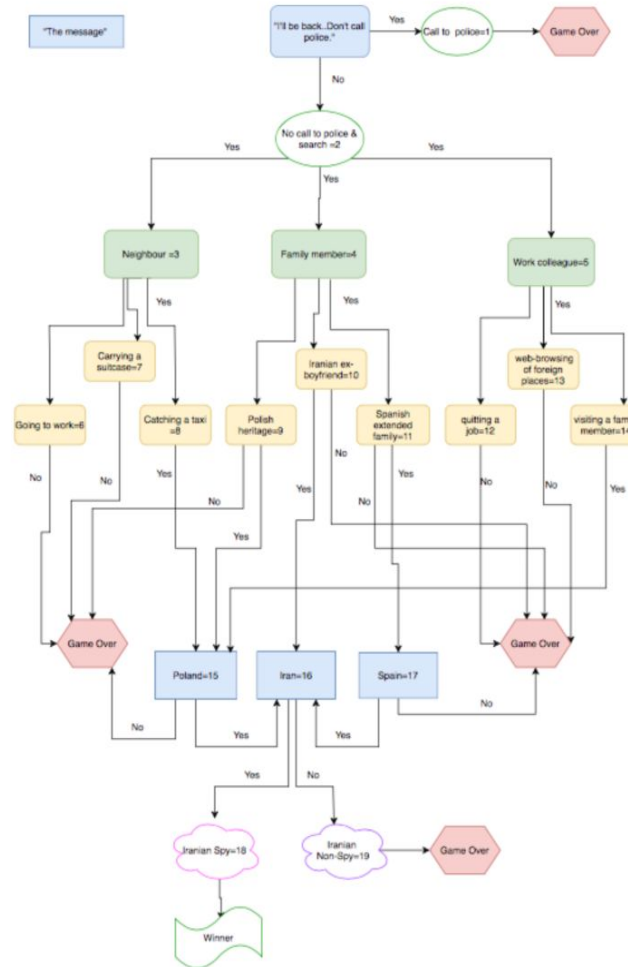
- Title: “The Message”
- The message: “*I’ll be back. Don’t call police*”.
- The title reflects the message, which a player finds at the beginning of the game and which leads him to further challenges. (MS)

Python Game

- Genre: thriller, action, drama
- Theme: travelling, adventure, politics
- Place: UK, Poland, Spain, Iran
- Time: Contemporary, GMT
- Main character: Ordinary couple
- Target age: 18+

Game's Flow Chart

(MS)



Python elements

Main Functions:

start_game(), play_again(), game_win(), gameover(),
poland(), iran(), spain(), workcolleague(), neighbour(),
familymember(), initialchoice(), secondarychoice(),
play_again(), input(), print()

Library: time()

Statements: if / elif / else

ASCII Art

Frontend Advantages

- More features available in HTML and CSS
- Better graphics, sound and more interactive elements
- Escalation to different devices (e.g. computers, tablets, phones)
- Available on different platforms (e.g. mobile apps)
- Wider audience
- Greater revenue stream

Frontend Disadvantages

- More complex
- Time consuming
- Greater knowledge of and experience in programming needed
- More testing required re: browser type, screen size, operating system, etc.
- Hosting required
- More planning involved

Backend

Advantages

- Usage of databases
- Unlimited capacity
- Greater scalability of a project
- Multiplayer

Disadvantages

- Server maintenance
- Network dependency
- Cyber security issues
- Higher price

Trello & Slack

- “Both platforms useful in managing a project”. (AI, CLR, MS)
- “Slack very interactive and communicative. Trello offers more flexibility and more features. (AI)
- “Slack great for communication. Trello very useful to visually see each team member’s tasks assigned.” (CLR)
- “Slack used more extensively in the project’s management and team communication than Trello.” (MS)

Trello

Advantages & Likes:

- Better control of a project
- Task distribution & transparency
- Greater team member accountability
- Customizable
- Email notifications
- Time keeping
- Use of colour labels

Drawbacks / Limitations & Dislikes:

- Require constant monitoring
- Can get messy if not well organised
- A high number of cards can be confusing and overbearing
- Information can be misplaced and overlooked
- Difficult for sharing pieces of code
- Challenging for large-scale projects

Slack

Advantages & Likes:

- Multi-layer communication
- Better control of a single project
- Greater team member accountability
- Customizable
- High number of plug-ins
- Real time notifications

Drawbacks/ Limitations & Dislikes:

- Constant monitoring required
- Can get messy if not well organised
- A high number of channels can be confusing and overbearing
- Information can be misplaced and overlooked
- Difficult for sharing snippets
- Challenging for large-scale projects
- Limited control of a task distribution and transparency

Daily Stand-ups

- Daily team calls prior the class @9.30am, followed by several afternoon online meetings
- Very interactive and helpful for brainstorming, project coordination, and planning a day ahead
- Great for following-up, raising new points, and resolving ad-hoc queries

Kanban methodology

- Kanban methodology exercised entirely through using Zoom space, Slack and Trello
- Daily Zoom calls initiated by CLR and MS
- Tasks divided among all members of the team, according to knowledge and prior-professional experience
- Trello set up and managed by CLR
- Story developed by AI, CLR and MS
- Flowchart developed by MS
- Final proof-reading done by AI, CLR and MS
- Parts of coding developed by AI, CLR and MS
- Final coding script put together by CLR
- Game testing conducted by AI, CLR and MS

Kanban methodology

- Trello sections, such as “To Do”, “Doing” and “Done” monitored and managed by CLR on a daily basis
- Cards reviewed and moved to a different sections, according to their stage of completeness
- Cards colour-labelled according to a type of task assigned, such as coding, debugging, brainstorming....
- Members tagged to appropriate cards/ tasks
- New card added to “To Do” list as the project progressed

Testing

- Prevents and corrects tracebacks and other errors
- Improves your coding understanding
- Forces you to research on alternative solutions
- Assures the story's consistency
- Provides a better user experience
- Builds your creativity
- Improves your code skills based on feedback provided by a moderator (LC)

Testing effectiveness & purpose

- Code error identification
- Script debugging
- Script proofreading
- Game integration
- Code organisation within the script
- User experience enhancement

Independent vs. Teamwork

Advantages

- More control over a project
- Time flexibility
- Better timekeeping
- Greater input and/or output

Disadvantages

- Lack of time
- Lack of feedback
- Difficult for testing
- Unsuitable for larger projects

Independent project

- Smaller-scale project
- Shorter workflow under the same time constraint
- Limited techniques used
- Less time spent on research
- Developer's self-discipline required
- Lack of external feedback
- Greater freedom of expression
- Flexible time management
- Greater satisfaction

Thank you!