

Project -week1 Journal

Met with team and discussed on topics from CS unplugged activities. We brainstormed on few topics like Binary Numbers, Searching algorithms, Databases etc. After having a full fledged discussion, we decided on one topic and are working on it. Individually we have split up the work and are thinking of all the scenarios for that task that could come during development.

I am working on Multi-player game flow

The game/application should be played by multiple players on whose system the application is setup. It should be like a quiz where multiple people take the same quiz at the same time. Time is fixed for all and also the number of questions. If there are three players and the player who enters the right answer first, scores for that question. If there is a tie or multiple player answer correctly, everyone who answered correctly gets the score for that question. Although we still need to brainstorm on this. Whether we will be constraining time as well.

I am represting the XP-Value: Simplicity

Every task is difficult in beginning unless we break it into small and simple tasks and work as a group. As a team it is very crucial that all the team members are on same page and we all work towards the same goal. During intial brainstorming sessions, we discussed on many ideas and how it can be plugged to the popular games today like Pokemon Go etc. How we can transfer the scores of our game to Pokemon scores or vice versa so that every kid would want to play this game. It was fascinating and we all got excited since this game is Hot-Cake in market and who doesn't want to play it. But as we discussed, we came to conclusion that it is doable but it will take more time than what we have in hand for this project. So, I suggested that let's do the basic problem first **“Do the simplest thing that can possibly work”** and fancy features of transferring scores from one game to other can be done as future inhancements. First, focus on the problem statement of developing a game for kids to understand Compture science related topics which is easy to play and explains the CS concept. They should be able to understand the concept after playing the game.

Any software evolves gradually. There are multiple releases for any software and in every iteration, company modifies and refines the product. Adds new features and removes the feature which is not used. For example, Alexandar Graham Bell never thought of developing a Telephone which a smartphone a can do today. He would have started as solving problem of easing the communication problem. That was ages ago, and now today we have Iphone 7 which has features people have not even dared to imagine at that time. This development came gradually, the first mac laptop was a basic one and once it started capturing market, it has released many versions by targetting different set of customers.

So, simplicity is the key to success and developing in stages. I personally implement this in my personal life as well. Deliverables are important in any software development and if you don't have anything as working to show to the client or say Professor, they will not believe and trust on your big promises of developign a hi-fi software and prototype that you show them on paper. They need something working so that they can give us more time to work and develop something which we promise. And by doing feasibiltiy study and considering constraints like schedule and other factors in mind we are firstly implement the Simple idea of developing a game for childrens.