

COBBER CHECKERS

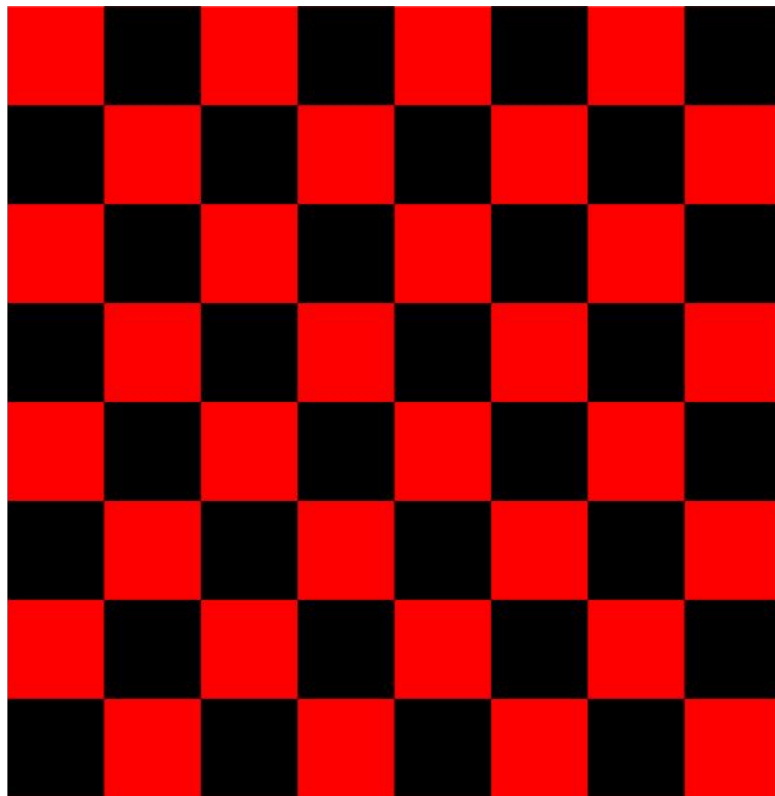
MILESTONE 6: FINAL PRODUCT

BELLS

SUMMARY

We Created Cobber Checkers!

- This game will cure boredom on campus
- The very first Cobber themed game was created by us!



WORK PERFORMED

- Fully functional checkers game
- Option to play 1v1 or against the computer
- Timer to time gameplay
- Gameplay instructions
- Variety of themes to choose from
- Variety of music to choose from
- Volume control options

WHAT WENT WELL

#1: Consistency

- Everyone has been good at staying consistent with their coding tasks. Each individual made consistent progress each week.

#2 Strong Visual Design

- Created visually appealing interfaces and buttons that captured the essence of the Cobber theme.

#3 Progress:

- We were always on track to finish the project throughout the course of the semester. We followed our planning documents and this allowed us to have time to add in all additional features we wanted.

CHALLENGES & RESOLUTIONS

Challenge #1 Communication:

- We've struggled with consistent and timely communication. To help solve some of these problems, we worked towards having more in-person meetings and put in an effort to communicate verbally to each other.

Challenge #2 Group Meetings:

- We've struggled to have consistent group meeting times that fit into everyone's schedule. We started having meetings with only specific people needed for the task.

Challenge #3 Having access to updated files:

- Our team has not been consistent with uploading updated project files to github. We fixed this by setting a day each week where we always update and combine files no matter the progress to make it less overwhelming.

NOW, TIME FOR THE CODE....