We will be producing the project in cycles and iterations, generating a base overall ‘vision’ of the project and using many software engineering methodologies such as Agile and SCRUM to produce the project to a high standard. The prototype methodology is a nice methodology we are looking as we are using a new technology like Augmented Reality, that our team members have not had much experience developing for, this type of organisation technique is very useful.

It means producing a high-quality playable build for the product but not fully complete but envisions the final complete product we are making. Furthermore ‘fleshing out’ and producing new features and changes to bring it to a full envisioned product. We will be listening to close feedback and results from our testing, customer feedback to further develop and improve the result. Since we are primarily aiming our software at people with Autism, their feedback is most vital and is possibly we will be interviewing and gaining feedback from their to better suit our product for them as well as other influences.

Using this prototype approach allows a more structed clearer idea on how we should approach the development process on this project, as we can see what works and isn’t. We could utilise player statistics and information gathering software, to supplement the development process even more to better understand our users and tailor the software for them.

Since we are using GitHub as our main source to store the project, this helps us to easily raise issues and assign tasks and put up the latest features and bugs that are put in, spotted and fixed respectively. Which will make the development process easier, which also goes well with the Agile methodology and is the industry standard of developing software.

Along with Kanban boards, Microsoft Teams, it makes for a well organised project structure, direct communication with other team members with the easy use of issue tracking and marking, comments and allows you to release new versions quickly. Since we will be using the Unity Game Engine to develop this AR mobile application, version control and team management features that GitHub and the like offers is very useful for our project.

We will be sharing code back and forth on GitHub, each team member will be working on a feature to get working. That will be marked on a developer to do list that we will have marked out and will have a set of proper code conventions and guidelines that we must follow, to avoid features not connecting and being in sync with one and other. Each developer will be working on a feature and will update their progress regularly with stand-up meeting and issues they will post on GitHub’s issue tracking system.

In addition, we will regularly discuss if things should be implemented or taken out, left as is and decide when a certain version is ready to be posted. We will also have two different repos as in standard with Industry practice. That separates the software in development and final release builds, to separate volatile and still in progress code that can crash the user’s system from working stable code.