IT6041 Project

**Requirements for project**

**Mobile:**

* Implemented in Xamarin.Forms/.Android
* Connect to a database with contributor information, need to create Contributors.db3 with test data. Fields: Name, photo/logo, address, phone, email
* Button next to each contributor’s listing which displays their contact information
* Consistent styling
* Navigation

**Game:**

* Developed In unity
* Contain three fully developed levels
* Use design patterns appropriately

**Website:**

* Home page: logo + cover photo
* About: Present issue
* What can be done? Outline solutions
* Team: team member info, photos
* Consistent styling

**Game Idea & user stories:**

Narrative driven game that provides education about the Meihana model through conversations and mini games.

* As a user I want to be educated about the Meihana Model
* As a user I want to be informed how to play the game
* As a user I want the game to end when completed
* As a user I want to be able to select to start the game
* As a user I want to be able to control my character
* As a user I want to be able to interact with the environment
* As a user I want to be able to progress through multiple levels

**Mobile app + user stories:**

Staff application that list companies and individuals involved with the Meihana model

* As a user I want to be able to navigate the app
* As a user I want to be able to view records stored in the database
* As a user I want to be able to quit the app
* As a user I want to see consistent styling on the app

**Website + user stories**

Informative website about the Meihana model

* As a user I want to be able to navigate the website
* As a user I want to be informed about the Meihana model
* As a user I want to be informed how I can use this information
* As a user I want to be able to view developer information
* As a user I want to see consistent styling on the website
* As a user I want to view logos and photos on the pages

**Clarification of requirements:**

**Meeting with client**

* Introduced our client to the Meihana model
* Client reviewed user stories
* User stories were adequate for the functional requirements for the project
* Client suggested adding more user stories for the look and usability of the project for different potential users including health professionals and friend + family.
* Client suggested adding additional features to the app. This could be: Networking, Informative, Diagnosing and Connections between orgs.
* Suggested adding more of a reward to the game rather than completing the game just for the sake of completing the game
* Suggested features to be added to the website such as links to other resources and a glossary

**Development tools**

|  |  |
| --- | --- |
| Game Development | Unity w/ Visual Studio |
| Mobile Development | Xamarin Forms |
| Website Development | Django(TBC) |
| Database | SQLite(TBC) |
| Planning | Trello |

Kanban: <https://trello.com/b/l525OMj9/it6041planning>

Github: <https://github.com/deanosborne/IT6041>

Sprint planning

Whats needed for sprints

Website:

* Development environment made
* Pages added: Home, About, Resources, Team, Login/Sign up
* Styling added
* Content added
* Multimedia/logos added
* Links added

Mobile:

* Development environment made
* Database setup and connected
* Navigation added: Home, contributors, anything else needed
* Styling added
* Test data entered
* Content added

Game:

* Development environment made
* Assets created/downloaded
* Scenes set up
* Level transitions made
* Collision for objects
* NPC dialogue
* Character movement
* Game areas made
* NPC dialogue implemented
* Inventory implemented
* Quest tracker

Timeline

* Shorter sprints = better
* Sprint 1 and 2 if needed should setup the framework to build from

**Sprint 1 (Week1-2)**

Foundations:

* Website

Development environment made

Pages added: Home, About, Resources, Team, Login/Sign up

* Mobile

Development environment made

Pages/Nav added: Home, About, Resources, Team, Login/Sign up

* Game

Development environment made

Assets created/downloaded

Scenes set up

**Sprint 2 (Week 2-3)**

* Website

Styling added

Content added

Multimedia/logos added

* Mobile

Database setup and connected

Styling added

Test data entered

Content added

* Game

Level transitions made

Collision for objects

NPC dialogue thought out

Character movement

**Sprint 3 (Week 3-4)**

* Game

Game areas made

NPC dialogue implemented

Inventory implemented

Quest tracker

**Sprint 4 (Week 4-5)**

Any changes needing to be made will be done here

Testing/Bugfixes

Backlog items

Trello board (start):

