

# ASSIGNMENT

Project Planning

**Your project**

**Text-based adventure  
game in Python**

**Check the  
assignment brief**



## What you will submit

A Python file that runs without errors or bugs

A public Trello board breaking down your project

A draw.io flowchart representing your game story

A retrospective presentation (more on that later)

**Utilise everything  
we've learnt so far**



# Teamwork!



**How are you going to divide the tasks?**

**Can you each play to your strengths?**

**Will you assign a project leader?**



# Slack

**Set up a Slack channel so  
you can communicate**



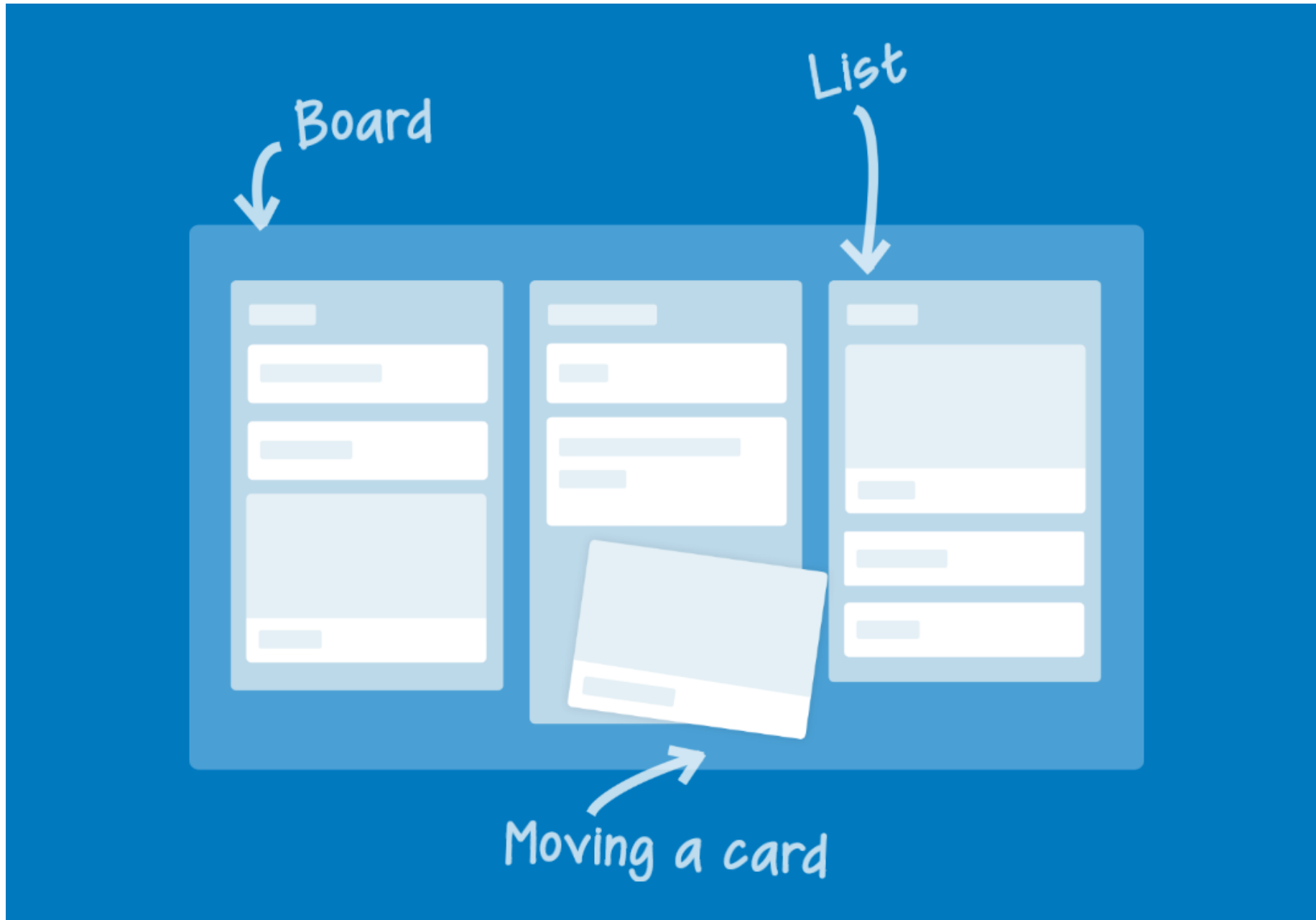


# Trello

An industry-used project management tool

Great place to break down your projects





# Kanban



## Classic Trello Board



Private

### TO DO



Development

QA

Launch

Post-Launch

Add a card...

### DOING



Design

Add a card...

### DONE



Discovery

Sitemap

Information Architecture

Content Writing

User Experience Design

Add a card...

# Three Key Columns

To do

Doing/In progress

Done

Backlog

- Back End MongoDB to Store Coffee Orders

EW MYC SB
- Bug in section 2 Vanilla Version
- No deadends - all links to locations
- Create SASS files for each component
- Media queries / mobile responsive homepage
- Diff hot drinks pages
- Hosting set up
- Hot drinks descriptions
- favicon.ico as stu's face
- Start timesheet logging

MYC
- Basket linked to orders
- + Add another card

To Do

- Appoint a new stand up master

EW MYC
- Image cold brew needs fixing
- Submit order button
- + Add another card

Doing

- Coffee buttons SASS

EW
- OnClick showing basket

SB
- Styling of the coffee list SASS

MYC
- Basket modal functionality
- Reflection on retro (via Samuel)

EW MYC SB
- + Add another card

DONE

- coffee menu

MYC
- Coffee order section / Change Menu to Order

MYC
- Coffee order populating

EW SB
- Clean up SASS landing page file
- Transfer homepage into React

👁 2 ☒ 8/8

EW MYC SB
- + and - buttons on every coffee

EW SB
- Boiler plate template HTML
- Coffee button clickable

EW SB
- + Add another card

+ Add another list



Backlog

+ Add a card

To do (now)

Logistics

Create an activity for attendees to take part on the day to win a small prize.

1

Logistics

Think about decorations / goodie bags for attendees

5/7

Coaches

Coordinate coaches

0/4

+ Add another card

Doing

Read Organizer's Manual

Logistics

Create material for the day

0/2

Logistics

Confirm attendees

4/8

Logistics

Create material for printing

3/8

Website

Add coaches to the website

3

+ Add another card

Done

Attendees

Inform applicants about the results

Attendees

Organize an organizer meeting to read through applications together

Coaches

Start looking for coaches among your friends / on local meetings

Attendees

Decide on groups and assign coaches

Fundraising

Create a sample budget to track down costs in your shared Google Drive

Fundraising

Brainstorm and create a list of potential sponsors, share it as a spreadsheet on your shared Google Drive with other organizers

1

+ Add another card

Info

Date: {to fill out}

+ Add another card

+ Add another list

# Trello

**Why not allocate a team member to look after the Trello board?**



# Configure Slack to work with Trello

**Ask SlackBot to help us enable  
our collaborative technologies to  
work together**

# Wireframe



# Wireframe

- Create an in-depth plan of your game using a flowchart
- Every possible decision/choice offered to the user should be represented
- This will make coding the game much easier

# Stand-ups



# Stand-ups

**What did you do yesterday?**

**What are you doing today?**

**Do you have any blockers?**

## Why do Stand-ups?

Make sure everyone knows who  
is working on what

Quickly find plan points

Project leads get regular  
updates

# Plan for today



**Set up your Trello board and Slack channel,  
make sure everyone is invited**

**Start researching RPG games and planning  
yours. What are the themes of your game,  
where and when is it set, who are the  
characters, what genre is it?**



After you've discussed ideas and come up with a storyline, create your draw.io flowchart to plan every step and choice the user of your game will make.

**But no coding yet! Everything has to be meticulously planned first. This will save you a lot of time in the long run.**

**QUESTIONS?**

