Project Report

Member Names: Sneh Patel, Kevin Karafili, Trayvon King, Keiji Roemmich, Logan Howard

Team Leader: Sneh Patel

Project Name: Project Idle-Texter

Project Goal: To provide a user friendly game that improves testing speed and accuracy.

Project Requirements:

Initial Sprint:

- Our first goal is to find a way to ensure we stay on track and progress effectively. We need to distribute work to individuals that needs to be done first, For example, ensuring that we have a base skeleton working before we can move onto adding sprites, etc.


- User Story:
    - "As a Frequent Texter, I was able to improve my Texting Speed Using Project-T"
    - "Project-T improved my Spelling over text, Now I don't need autocorrect!"

    - "As a Mobile Gamer, I wanted a game to challenge my texting skills, so 'Endless Mode' was just for me"

    - "The Model UI made it easy for me to choose between fighting through the levels, or achieving a New High Score on 'Endless Mode'"

    - "As a Beginner English Speaker I wanted to get better at Typing In English, The UI allowed an easy and fun Experience"

- User Story Programming Assigned Work
    - Creating a Timer to indicate how much time the player has to type the word, when time runs out a player loses a heart.
    - Creating a system where if a user inputs the wrong letter program won't allow the user to type the next letter, improving spelling.
    - Subsequently after defeating the bosses for each level (Difficulty), the Difficulty option will be introduced in endless mode.

- ○ Endless mode provides a Challenge to the user, so the user can have replay value attempting to score an even higher score.
- ○ The Level Icons and UI are Multilingual for ease-of-access for people who want to Learn English

Programming Language: Java, Kotlin(Maybe)

Tracking Tool: Monday (monday.com)

Communication Method/Frequency: Means of Communication using Discord, 3-4 times a week.

Potential Risks:

**Not finishing on time**

- **- Solution: Remove unnecessary features we want to add and focus on the main substance of the game presented and offered to the user.**

**Delayed/Unfinished Sprints**

- **- Making sure our previous sprint is finished to the best of our capabilities before moving on to the next sprint. Especially if it's important to the game working properly.**

**Not Managing Time Well**

- **- Hopefully this doesn't happen but if this does happen We need to come together and discuss what we need to do to progress.**

**Difficulty Programming the Game**

- **- As a collective we would research previous games that have been made similar to ours and try to understand how that game works compared to our.**
- **- Learning something new is always a challenge and knowing the limitation of our group is the best way to find what we need to focus on rather than wasting time.**