Masked Bandits game presentation

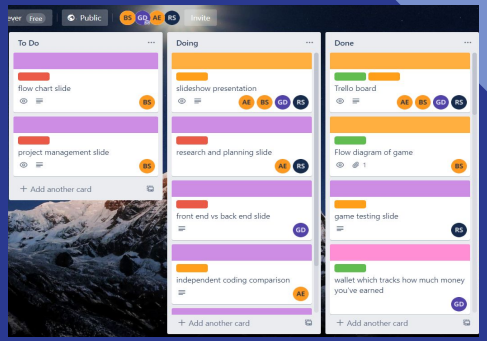
The game is a GTA style Heist with a score board.

Each level is a different location where,the player have 3 strategies to choose from.

Each strategy ranges in difficulty and also has the ability to fail.

Using Trello and Slack

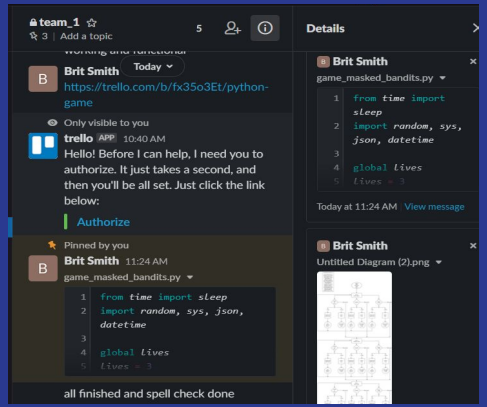
We used trello to manage our project and effectively delegate tasks between team members as well as helping the team work efficiently :



Pros:
. Trello helped to break down the project into manageable tasks.
. Trello was brilliant for helping to delegate tasks.
. Trello also helped the team to stay on top of tasks within the project.
. Trello was useful in showing where other team members were in relation to completing their tasks.

Cons:
. We needed to update the board constantly and some people would forget.
. We would add unnecessary tasks by dividing the work up into too small tasks and have to re-work the Trello board.

We also used Slack as well as Zoom to help communicate and share files with our team :



Pros:
. The team was able to effectively communicate through Zoom using voice or video call .
. The team was able to use Slack to efficiently share files and work as well as pass work between team members.
. The team was also able to share our own screens using Zoom to be able to effectively help any team member that needed it.

Cons:
. If a team member wasn't online we were unable to communicate with all the members of our team .
. A team member may have connection issues essentially cutting them off from team support.

Brittain smith

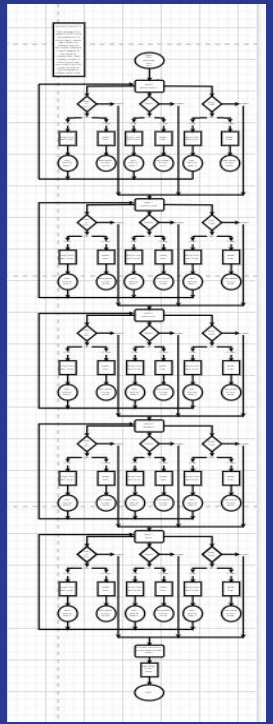
Research and planning

This is key so we know what style and theme we go for when designing the game. It also shows what people are interested in and gives us a base to start with and work our way up from.we talked as a team about our ideas and what we would put in the game we planned our tasks through trello. I think that working it this way was more productive and helped us all do the task properly.
We also helped each other when needed.

Ryan.s and andre

Flow chart of the game

We used a flowchart to map our game and show the input choices as well as possible player paths. We also used the flowchart to demonstrate how the game would function and to help show what the the coding had to do which helped with the games development although we would amend it as new features were developed.



Brittain smith

Coding the game in python

Python is easy to use and it is better to use a language which isn't class only for a short project.

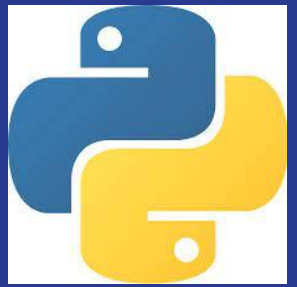
Python has good random number generation functions. We used the rand.uniform(a,b) function in our project to make the game luck based.

We used a typewriter function as well as while loops and if else statements in our game logic. It would be easy to extend the game using the same ideas.

We used modular coding to streamline our code making it shorter and easy to read.

Each game level was a function which allowed input of game strategies. Global variables were used to track the players progress

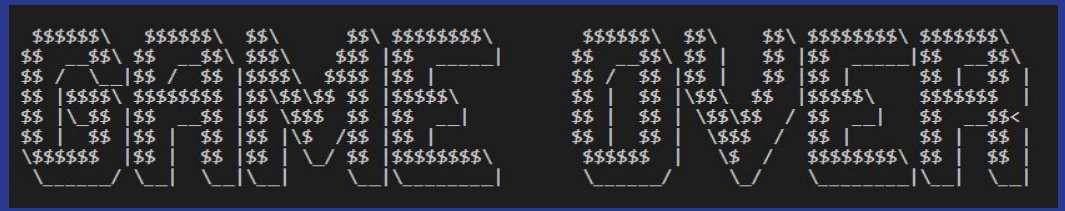
Dictionaries and JSON format were used to make the highscores feature



George Dewhirst

Game design

Although our game was a text based game and made to be played in the terminal we did some research into ascii to help make the game more engaging for the player Which also helped to give a graphical aspect to the game although it was minimalistic.



Brittain smith

Game testing

It is important to test the game many times as there can be many things that go wrong with the game.

We test the game to :

. Check for bugs
. Develop the game more
. Make sure all our work is correct and on
. Check it is working proper
. So everyone knows how it works

ryan swain

Project management

When project managing we all communicated ideas and collaborated effectively, consequently we all helped manage the team together, using stand ups to best support each other. We were very efficient as a team because we delegated tasks based on each team members strengths. using the kanban method to break down the project and effectively delegate tasks, which helped greatly in our efficiency.

What went well:

. We communicated effectively and listened to each others ideas and acknowledged everyone's vision of the finished game.
. We were able to work efficiently whilst playing to each team members strengths.
.We all had built a good rapport making it easier to communicate and ask for help which helped to limit the amount of time it would take to solve any problems.

What could have been improved:

. We could have assigned set roles to help further streamline workflow.
. We could have put more time into streamlining ideas that we may have had.

Brittain smith

Independent coding comparison

When working independently has its advantages as well as disadvantages here is why:

-Avantages:
. Working independently can be very efficient.
. Working independently can also help you to learn more and research independently.
. Working independently can help us to be more creative as there can be less resistance during brainstorming sessions.

-Disadvantages:
. Working separately could be less effective because the workloads is managed by one person.
. Working on solo give you only one way of looking at things.
. You only relying on yours skills and that can be stressful.
. Working on solo can be boring .

Andre

Front end integration

A front end interface would allow us to easily introduce a game map that the character can walk around.

This would make the game more appealing and interactive.

It would make user input easier.

A front end would also give the chance to store and present online highscores.

We could include animations if we had a front end.

Having the game hosted online would improve the distribution of the game.

Front end development would add to the workload and skill requirements of the team, team members might not be competent in front end coding.

It might be more suitable for larger games.

George Dewhirst