

The Half-Dozen



A Dark Moon



Vision Statement

For gamers and anyone who has internet access who is looking for a free interactive game where imagination and problem solving are involved. Our new game “A Dark Moon” is a text-based adventure, resource management browser game. It will serve as a sequel to “A Dark Room” continuing the story and game mechanics of the first. Unlike other modern games, our product “A Dark Moon” will be a low commitment, fun way to pass time. It will require no tutorial, so anyone can play regardless of previous experience. Experience with the first game, “A Dark Room” will not be required but recommended for full story effect.

Profiles

Harvey Ji

Major: Computer Science

Year: Junior

Programming Languages: C++, JavaScript, Python

Relevant Courses: EECS 168, EECS 268, EECS 368

Hobbies: Golf, Video Games, Skiing, and Tennis

Available Times:

- Monday:
 - 8 am - 2:30 pm
 - 4 pm - 5 pm
 - 9 pm - 11 pm
- Tuesday/Thursday:
 - 1 pm - 2 pm
 - 4 pm - 11 pm
- Wednesday:
 - 1 pm - 2:30 pm
 - 6 pm - 11 pm
- Friday, Saturday, Sunday,
 - Available all waking hours before 5 pm

Contact Information:

- Email: h589j370@ku.edu
- Cell: (913) 915-4114

Tanner Spitzer

Major: Computer Engineering

Year: Junior

Programming Languages: C++, JavaScript

Relevant Courses: EECS 168, EECS 268, EECS 368

Hobbies: Waterskiing, Video Games

Available Times:

- Monday:
 - 7pm - 11pm
- Tuesday
 - 12:30pm - 2:30pm
 - 4 pm - 11 pm
- Wednesday:
 - 4pm - 11pm
- Thursday
 - 4 pm - 11 pm
- Friday, Saturday, Sunday
 - Will be at waterski tournaments for the next 4 weeks, but after 10/3
 - Friday: 1pm-11pm
 - Saturday/Sunday: Anytime

Contact Information:

- Email: tgspitzer@ku.edu
- Cell: 720-224-3181

Isaac Landrum

Major: Computer Science

Year: Junior

Programming Languages: C++, C#, JavaScript

Relevant Courses: EECS 168, EECS 268

Hobbies: Video Games, D&D

Available Times:

- Monday:
 - 11am-2pm
 - 4pm-7pm
- Tuesday
 - 4pm-7pm
- Wednesday:
 - 11am-2pm
 - 4pm-7pm
- Thursday
 - 4pm-7pm
- Friday
 - Anytime except from 3pm-4pm
- Saturday
 - Anytime
- Sunday
 - Available in the morning

Contact Information:

- Email: ilandrum@ku.edu
- Cell: 913-233-6815

Aureliano Hubert Maximus

Major: Computer Science

Year: Junior

Programming Languages: C++, C, JavaScript

Relevant Courses: EECS 168, EECS 268, EECS 368

Hobbies: Video Games, Basketball

Available Times:

- Monday:
 - 4:30pm-6:00pm
- Tuesday:
 - 3:45pm-5:00pm
- Wednesday:
 - 4:30pm-6:00pm
- Thursday:
 - 3:45pm-5:00pm
- Friday:
 - 4:30pm-6:00pm
- Saturday:
 - 12:00pm-2:30pm
 - 4:30pm-6:00pm
- Sunday:
 - 3:00pm-6:00pm

Contact Information:

- Email: hubertmaximus@ku.edu
- Cell: 785-571-4955

Ryan Strong

Major: Interdisciplinary Computing - Biology

Year: Junior

Programming Languages: C++, C#, JavaScript

Relevant Courses: EECS 168, EECS 268

Hobbies: Mountain Climbing, Reading

Available Times:

- Monday
 - 12:00pm - 3:00pm
 - 4:00pm - 10:00pm
- Tuesday
 - 4:00pm - 10:00pm
- Wednesday
 - 12:00pm - 3:00pm
 - 4:00pm - 8:00pm
- Thursday
 - 9:00pm - 10:00pm
- Friday
 - 12:00pm - 3:00pm
 - 4:00pm - 10:00pm
- Saturday
 - 8:00am - 11:30am
 - 4:30pm - 10:pm
- Sunday
 - 1:00pm - 10:00pm

Contact Information:

- Email: ryan.strong@ku.edu
- Cell: 720-639-0387

Vance Muzangu

Major: Computer Science

Year: Junior

Programming Languages: C++, C, Javascript, Python

Relevant Courses: EECS 168, EECS 268

Hobbies: Guitar, Cooking, Sports

Available times:

- Monday
 - 10am - 2:30pm
 - 7pm - 10pm
- Tuesday
 - 6pm - 10pm
- Wednesday
 - 11am - 2:30pm
 - 5pm - 10pm
- Thursday
 - 6pm - 10pm
- Friday
 - 9am - 2:30pm
 - 4:30pm - 10pm
- Saturday
 - Anytime
- Sunday
 - Morning - 5pm

Contact Information:

- Email: v496m324@ku.edu or vancemalekani@gmail.com
- Cell: (913)-709-6665

Roles

Harvey Ji

- Role: Project Administration
- Responsibilities:
 - Organize and plan team meetings
 - Record meeting logs
 - Submit all artifacts

Tanner Spitzer

- Role: Project Leader
- Responsibilities:
 - Direct the project
 - Report to the professor for any technical issues

Isaac Landrum

- Role: Data Administration
- Responsibilities:
 - Check for consistency in deliverables
 - Finalize publications

Hubert Maximus

- Role: Technical Leader
- Responsibilities:
 - Publishing project to the web
 - Leads the team in coding

Vance Muzangu

- Role: Technical Leader
- Responsibilities:
 - Leads the team in coding
 - Publishing project to the web

Ryan Strong

- Role: Assistant Project Leader
- Responsibilities:
 - Assisting Project Lead in duties

Meeting Logs

Date	Discussion
9/8/22	<ul style="list-style-type: none"> ● Introductions ● Discussed project ideas <ul style="list-style-type: none"> ○ Browser game of some sort ○ Rival to Discord ○ Social media for music ○ Something golf related ● Discussed roles and abilities <ul style="list-style-type: none"> ○ Determined best roles for each individual (subject to change)
9/14/22	<ul style="list-style-type: none"> ● Determined the project: Browser game ● Started crafting a vision statement ● Started a Storyboard <ul style="list-style-type: none"> ○ Discussed plot of the game ○ Discussed mechanics of the game
9/28/22	<ul style="list-style-type: none"> ● Met to discuss the function requirements <ul style="list-style-type: none"> ○ Made additions and changes to the storyboard ○ Started the use case specifications <ul style="list-style-type: none"> ■ Looked at all screens for the game that player would interact with ■ Drew out all different functions of screens, including what they might display ○ From the use case specifications, we pulled all the function requirements ● Went over non-functional requirements and constraints
10/5/22	<ul style="list-style-type: none"> ● Met after lab section to discuss what to do part 4 for the project <ul style="list-style-type: none"> ○ Was unsure what to do, seems it is just an extension for part 3 based on announcement in Canvas ● Started official Git Repository for Project ● Started prototype <ul style="list-style-type: none"> ○ Committed first iteration of prototype to GitHub
10/7/22	<ul style="list-style-type: none"> ● Worked on Project Part 4 <ul style="list-style-type: none"> ○ Revised software requirement specifications <ul style="list-style-type: none"> ■ Expanded requirements and made it more specific ● Determined that the Supplementary Specifications were satisfactory ● Determined that use case specifications were satisfactory
10/23/22	<ul style="list-style-type: none"> ● Absent: Vance ● Started on Project Part 5: Software Architecture and Use Case Specification ● Use Cases were drawn out on board first, then built online using

	<p>Visual Paradigm</p> <ul style="list-style-type: none"> ● Software Architecture was started, but some confusion on document (lack of knowledge on subject) <ul style="list-style-type: none"> ○ Filled out to best of knowledge, used example project to guide creation
10/26/22	<ul style="list-style-type: none"> ● Absent: Hubert ● Use-Case-Realization started <ul style="list-style-type: none"> ○ Started to build class diagrams based on screens ○ Realized we had unavoidable high coupling, only needed one class diagram ● Rebuilt sequence diagram <ul style="list-style-type: none"> ○ started decomposing the one large sequence diagram into multiple small sequence diagrams (one for each screen) ● Responsibilities: <ul style="list-style-type: none"> ○ Vance: Screen 2 ○ Harvey: Part 1, formatting, turn in ○ Isaac: Class Diagrams ○ Ryan: Screen 1 ○ Tanner: Screen 3
No Official Meeting for week 10/31	<ul style="list-style-type: none"> ● Determined that no official meeting was necessary for this week's work. ● Planned to meet next week to start coding. ● Responsibilities: <ul style="list-style-type: none"> ○ Part 1: Harvey ○ Part 2: Ryan ○ Part 3: Vance ○ Part 4: Hubert ○ Part 5: Tanner ○ Isaac helped with both Part 2 and 3
11/8/22	<p>Absent: Vance (Class)</p> <ul style="list-style-type: none"> ● Met to discuss iteration plan ● Discussed issue with testing regarding how the screens will be developed ● Focus on making the screen work before game flow. ● Determined responsibilities for the week: <ul style="list-style-type: none"> ○ Screen 1: Tanner and Harvey (Finish by Monday Morning) ○ Screen 2: Vance and Ryan (Finish by Monday Morning) ○ Screen 3: Hubert and Isaac ● Discussed small details in game flow to start ● Big issue with complexity of the game is time, we feel that we do not have enough time.

11/16/22	<p>Absent: Vance and Hubert</p> <ul style="list-style-type: none"> ● We've been able to make great progress on each screen and the project is coming along nicely. ● The deadline is worrisome for us because the project may be too large. ● Screen one progress is great, we are developing ways for progression ● Screen two is at a basic state, but the functionality is there ● Screen three map is functional, formatting is still coming along ● We have decided that we will not need a complete finished product, as long as everything works together and you can progress through the game. ● Decided that we will meet Saturday for the last time.
11/19/22	<p>Absent: Hubert</p> <ul style="list-style-type: none"> ● Still making good progress, but the extension was definitely needed ● Overall: <ul style="list-style-type: none"> ○ Start-up function will be created by Tanner ○ Styling of the game will be done by Harvey ○ Determined Progression of game ● Goal for Sunday: Get everything functional besides resource check for progression ● Screen 1: Add button functionality(start considering progression) ● Screen 2: Resource collection over time, population management ● Screen 3: Finish up exploration, add some more functionality with planet discovery ● Finished planning progression, expect most implementation to be done by Sunday evening 11/20
11/30/22	<ul style="list-style-type: none"> ● Finished Demo for our project, started planning for recorded presentation ● Roles: <ul style="list-style-type: none"> ○ Overview: Harvey ○ Functionality: Tanner ○ Design: Ryan ○ Interface: Isaac ○ Technologies used: Vance ○ Project Management: Hubert ● Order of presentation: <ul style="list-style-type: none"> ○ Overview, Project Management, Technologies Used, Functionality, Design, Interface