Team Lead 1 Presentation

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Presentation Overview

- Using GitHub
  - Setting up a new GitHub Repository
  - Cloning a Repository
  - Pulling a Repository
  - Commiting Changes
  - Pushing Commits
- Software Analysis Presentation Requirements
  - — composed of group and individual marks
  - Team Introduction
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  - Context Diagram
  - Diagram 0
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Using GitHub

First: setting up. Then: usage.

Setting up a new GitHub Repository

1. Download and install GitHub Desktop, and sign in or create account.

2. There are two main ways you can create a repository:
    a. Create it online, and *clone* that **Remote Repository** to your computer.
    b. Create it on your computer and *push* that **Local Repository** to the web.

3. While creating your repo, there are several important options to take note of:
    a. *Name/Description*: choose an appropriate name and description for your repository.
    b. *Privacy*: In our case the repositories are set up with the **Public** option so that all group members can add code.
    c. *README/.gitignore/license*: for the purposes of this project we don't need to worry about the README or license (they can also be added later), but we do have a purpose for a .gitignore file. For this project, the **Unity .gitignore Template** will be used, as it will help keep our pushes and pulls small.

Cloning a Repository

A **Remote Repository** can be *cloned* onto a local device, creating a **Local Repository**

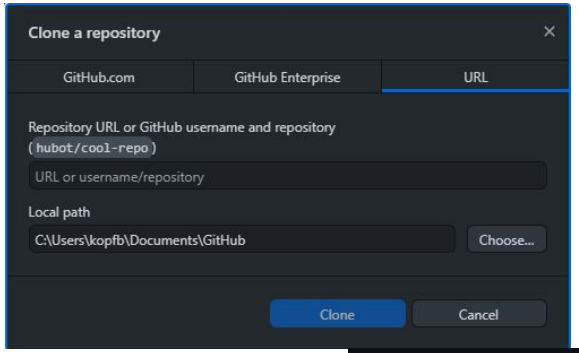
To clone a repository from GitHub Desktop:

1. **File -> Clone Repository** (Ctrl+Shift+O)
2. Paste link to repo, click **Clone**

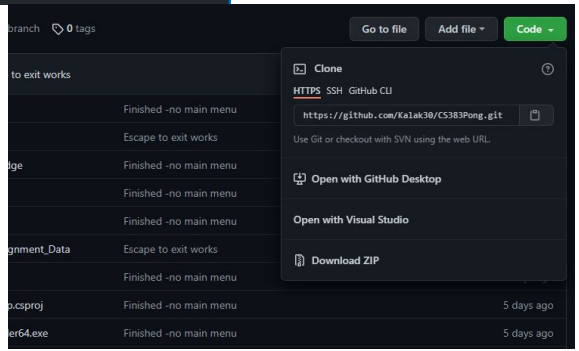
To clone a repository from GitHub Website:

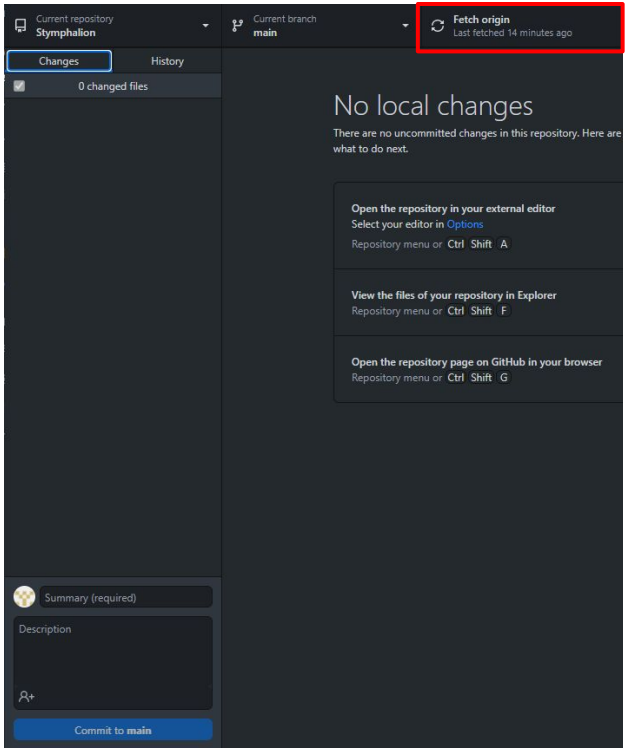
1. Navigate to **Remote Repository** site.
2. Under **Code** dropdown, click “Open with GitHub Desktop”

GitHub Desktop



GitHub Website





Pulling a Repository

A Pull syncs your local repository and the remote repository by adding changes made in the remote repository to your local repository. This will allow you to stay up to date with your project.

On the GitHub desktop app, you can fetch the most recent updates, and pull them into your repo, by pressing the Fetch origin button in the top ribbon.

Committing Changes

A commit is a collection of saved changes to a local repository. Every commit has an associated commit message. The message explains why a particular set of changes was made. In the message, you should explain the reason/purpose of your commit.

1. Make some changes to your repository (edit some code, add a file, etc). As changes are made, they will appear on the left hand side of GitHub Desktop. Press **Ctrl+1** to make the changes list visible.
2. At the bottom of the Changes panel, add a summary of changes made and a description of their purpose.
3. Then press the blue **Commit to main** button to save your changes *locally*.
4. To save the changes to your local repository, they will need to be pushed to the remote repository.

Pushing Commits

A push in git is the action of cloning commits, saved changes, from your local repository to a remote repository. This is how you will keep the remote repository up to date.

Once you have one or more commits that you would like to confirm, you are ready to push those commits to the remote repository.

To push your commits, press the Push origin button on the top ribbon. Make sure the repository you are pushing to is the repository for your game. You can also use the Push shortcut **Ctrl+P**.

Software Analysis Presentation Requirements

September 23rd

This presentation will be a combination of group marks and individual marks

Group Marks:

- Presentation Slides and Presentation requirements
- Global use case walkthrough and data passing
- Context Diagram and Sample Screen shots
- Diagram 0- total project breakdown
- RFP
- Storyboard

Individual Marks:

- Reintroduce yourself and your feature
- The details of your feature and its overall role in the project
- Give priority of your feature and its complexity
- Use case diagram & scenario
- Data flow diagram
- Test plan (rough)
- Champion document (Following Friday)

Team Introduction

Your slides for this presentation will be due the Tuesday before you present

Introduction your:

- Team name and group members
- Name of your game
- Goal of the game
- Story of the game

Storyboard Slides

Use the storyboard slides to describe the story of your game. We will be giving you an example of a storyboard later on

Your completed storyboard will have:

- Seven or more completed frames
- Each Frame has pictures and written information to explain the frame
- The story frames flow and make sense in chronological order
- There should be a main character (player as you navigate the game) with description
- The clear goal for the mission
- Story is written in complete sentences and paragraphs, with correct grammar, and conveys the story

Global Use Case and Data Passing

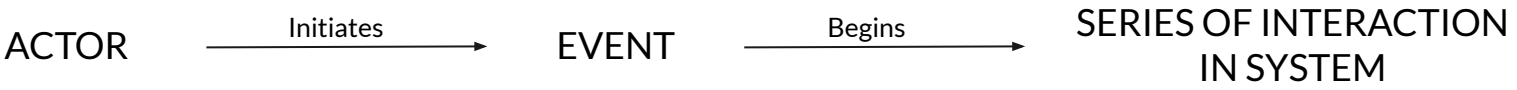
The Global Use Case is for the game as a whole. It will be how your whole team's features work together.

It should include:

- The actor that initiates the event
- The event that triggers a use case
- The use case that performs the action triggered by the event

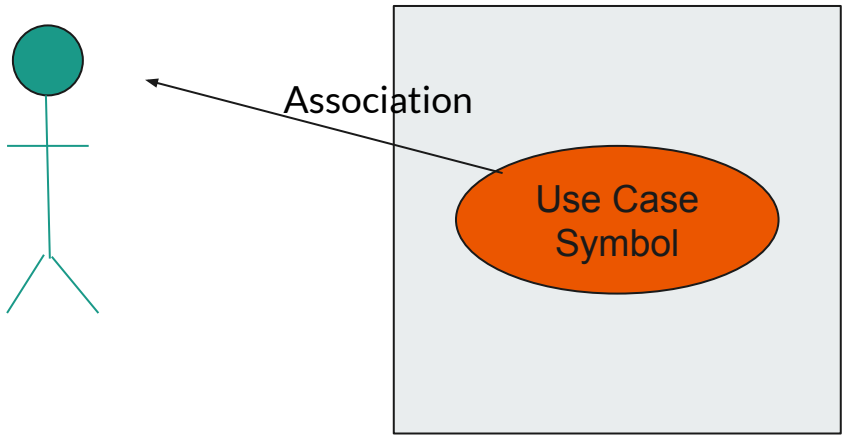
Data Passing:

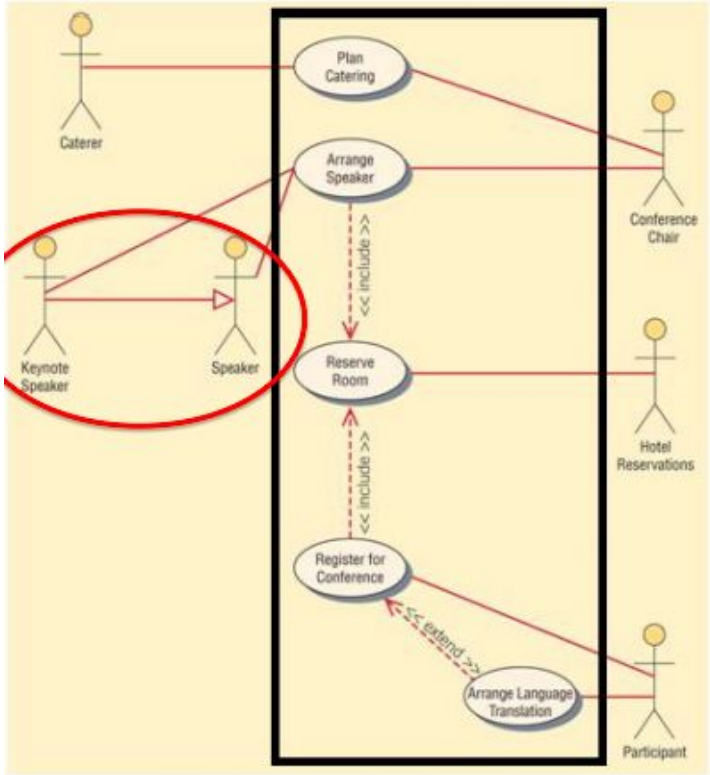
- What functions will be required and what data will be passed to each function



Use Case Con't

- Define the use case only once but can be referenced by several diagram
- Naming of a use case: A verb and a Noun





Complete example of system used to plan a conference (From Dr. BC presentation)

Global Use Case Walkthrough Example

- Global Use Case is how all the parts of your project work together. A good place to start might be with your main function and what/whos functions it may call.
- How did those function interact with other functions and what did the function do
- Explain the levels and how different actions cause a variety of events to unfold. For example, the initLevel(int) function starts playing the theme song
- Go through the calls that are made, are there different arrays that are filled? Are there loops that run?

Context Diagram

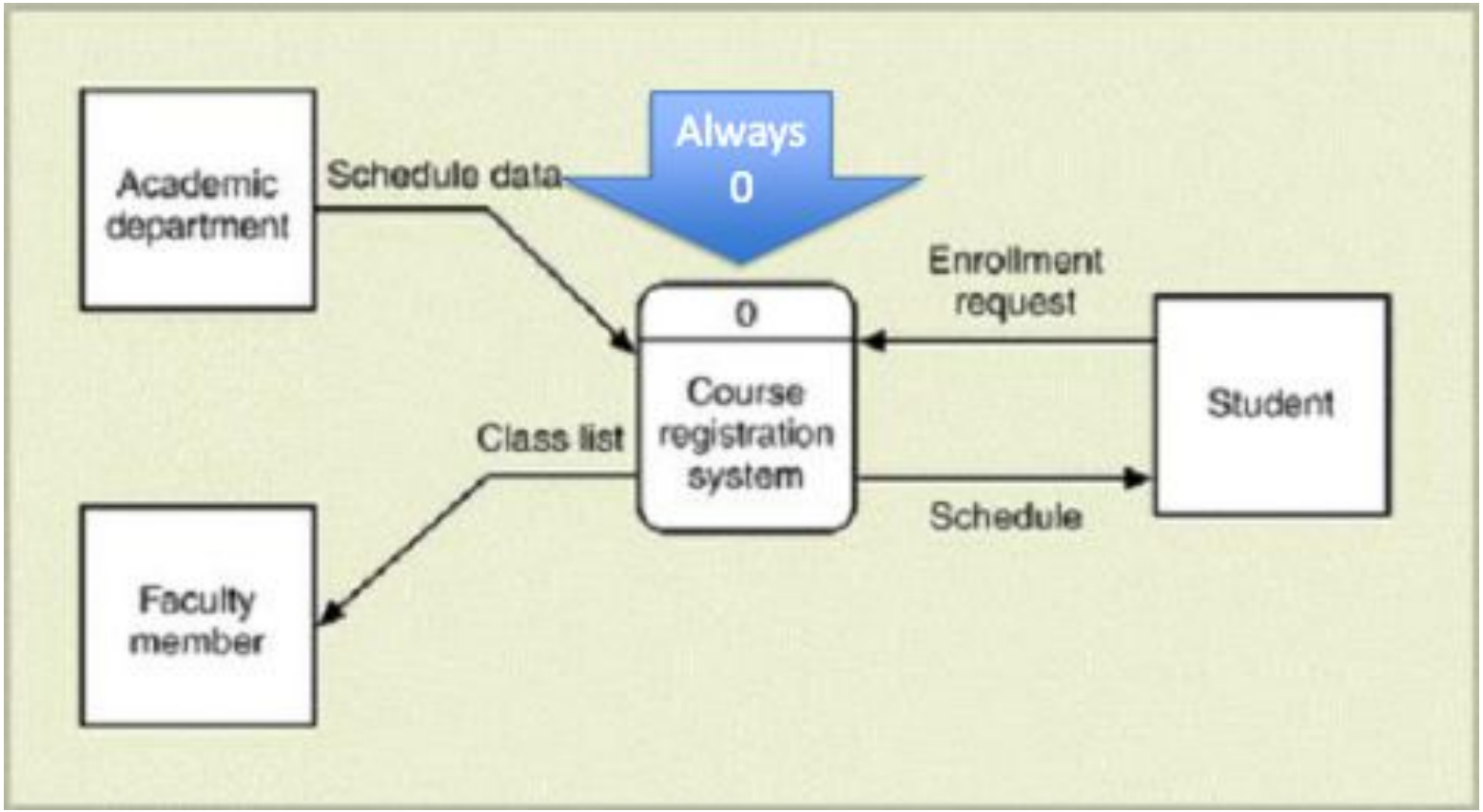
This Context Diagram will help summarize all activity in the system and subsystems

Context Diagrams contain:

- Highest view of the system
- Shows system boundaries and scope

Context Diagrams do not include:

- Data stores
- Details within the system



Context Diagram example for Course Registration System (Dr. BC)

Sample Screenshots

Include several sample screenshot of your game running.

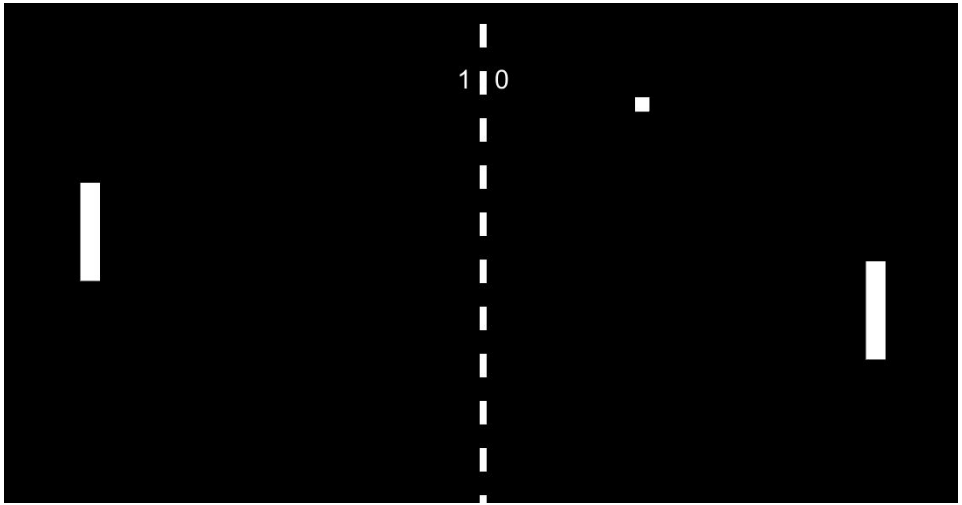
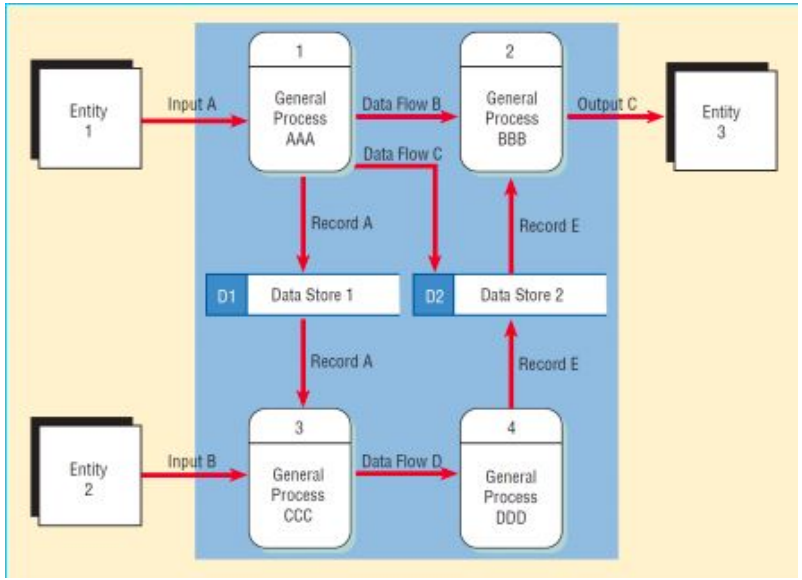


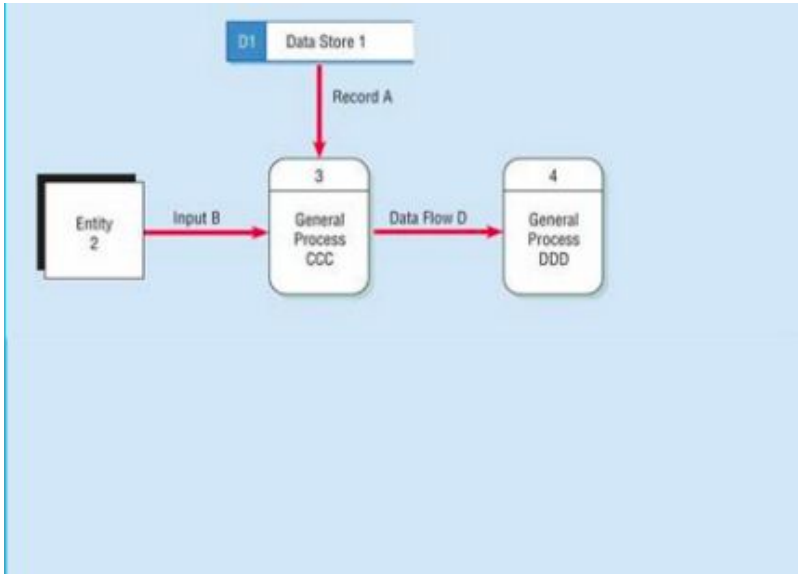
Diagram 0

- Analyze the major activities in the context process.
- Include external entities and major data stores.
- For complex processes include a child diagram with local data stores and details.
- Check for errors

Diagram 0



Child Diagram



RFP

Due today, Tuesday September 7th 2021

Should include:

- Proper title page
- Table of contents
- Problem description and project objectives
- Intended users and interactions
- Known constraints
- Project Schedule and dates
- Proposals
- Glossary of terms

Individual Aspect of the SA Presentation

- Re-introduce yourself and the feature of your game
- Provide details of that feature and the overall role it has to the project
- Explain the priority, importance, and complexity of the feature

**You will have individual slides that go with your feature and you will be the one required to talk about it. This aspect of the presentation is marked individually for each person

Use Case Diagrams & Scenario

- These use case diagram(s) will be similar to the global use case done for the whole game, but will the specific for your feature.
- Fewer use cases the better (but required one for each person)
- Remember: an actor initiates an event that begins an event in the system
- Scenario of how the aspect of your game will unfold

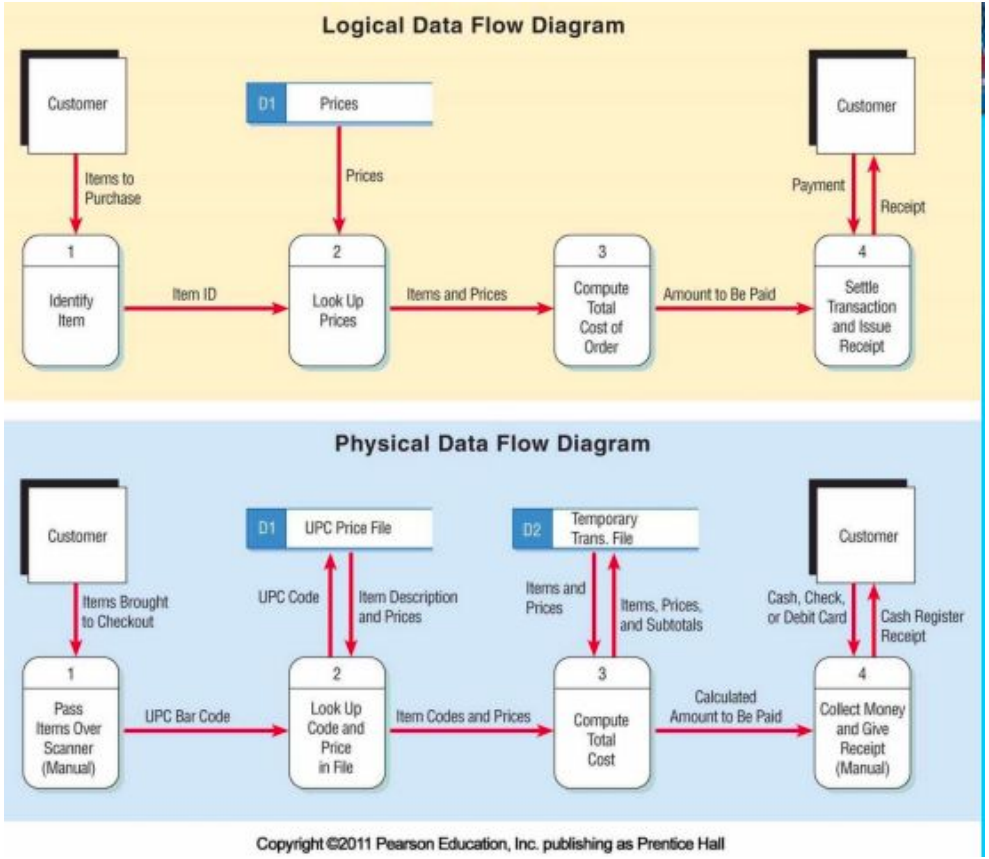
Data Flow Diagram

You will take the context diagram that reports the needs based on the solution, but will add the “Data Process” to include where the data came from, how it is transformed to produce the report and where it is being stored

Data Flow diagrams can be difficult as they report on many different layers.

Data Flow Process

- Create a logical data flow diagram of current system
- Add the data and processes in the new system, this will be the updated logical DFD of the new system
- Derive the physical DFD for the new system from the created logical one



Logical and Physical Data Flow Diagrams (Dr. BC presentation)

Test Plan

- You will be required to address what sort of planning you will be doing to ensure your aspect of the game is functioning
- This will just be a rough plan

Champion Document

Due on Friday

The document will include:

- Brief Introduction
- Use case diagrams
  - Scenario
  - At least one exception case (with extend)
  - <<include>> suitable for dynamic binding
- Data Flow diagram from level 0 with feature description
- Acceptance Tests
- Timeline that works with pert diagram and gantt chart

Presentation Marking Key Sheet

Presentation Marking Key **Group_____ Mark_____/40**

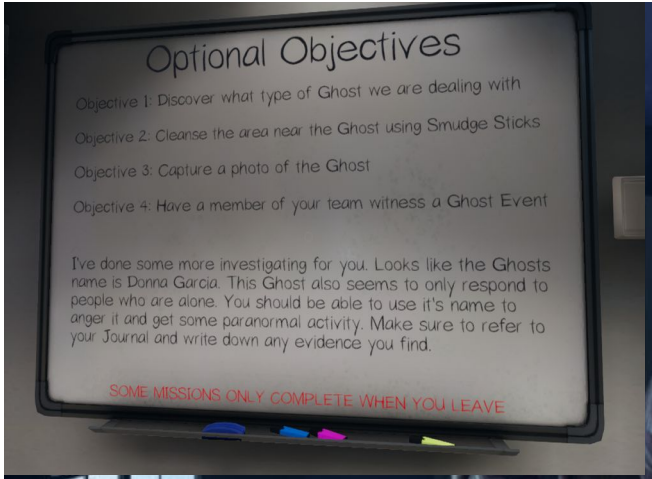
	Individual	Group
Give a brief introduction to the game • What is the name of your game? • What is the goal? • Pretend your game is a story. Tell us the story.		/4
Introduce Group Members		/1
Storyboard slides (marked separately).		
Walkthrough of a global use case involving all members and showing which data is passed between sub-systems.		/5
Introduce project using Context Diagram and any sample screen shots.		/5
Break down project with diagram 0. • Who is responsible for each sub-system?		/5
Person_____ Individual mark _____/20 Re-introduce yourself Introduce your feature (ensure you explain its role in the overall project) Tell how high of a priority your feature is Walk through your use case diagram Estimate the complexity of the work relative to the other features Answer any questions	 /1 /4 /2 /7 /2 /4	
Person_____ Individual mark _____/20 Re-introduce yourself Introduce your feature (ensure you explain its role in the overall project) Tell how high of a priority your feature is Walk through your use case diagram Estimate the complexity of the work relative to the other features Answer any questions	 /1 /4 /2 /7 /2 /4	

Storyboard Presentation Key

	1	4	7	10
Frames	Overall storyboard is deficient. Frames, pictures, and written pieces are missing or deficient. Frames do not flow together and are messy.	Storyboard is missing frames. Frames are missing pictures and written pieces. Frames are not explained with written piece. Frames do not flow well and are messy.	Storyboard has six or more frames. Frames include pictures and a written piece explaining the frame. Frames mostly flow well and are mostly neat.	Storyboard has seven or more complete frames. Each frame includes a picture(s) and written piece explaining the frame. The frames flow well and are neat.
Story	Story does not have fluency and makes no sense. Game has no main player. Game has no goal.	Story lacks fluency and is confusing in places. The main is character's description is weak. Game's goal is unclear.	Story mostly flows well and makes sense. Story includes a main character with a description of who he/she is. Game includes a goal.	Story flows well and makes sense. Story includes a main character (which could be who the player imagines himself to be while playing) with a strong description of who he/she is. Game includes a clear goal for the mission.
Writing	What game are you developing? Sentence structure and paragraphs are deficient. Grammar, punctuation, and spelling are deficient.	I can picture this as being similar to an exist game, but I am not sure. Story contains Incomplete sentences and lacks paragraph form. Writing contains several mistakes in grammar, punctuation, and spelling.	Writing gives a good overview of the story beats of the game. Story has complete sentences and paragraphs with a few mistakes. Writing contains a few mistakes in grammar, punctuation, and spelling.	Writing clearly conveys the story beats and intent of the game. Story is written in Complete sentences and paragraph form. Writing contains correct grammar, punctuation, and spelling.

Phasmophobia is a 4 player online co-op psychological horror game. Paranormal activity is on the rise and it's up to you and your team to use all the ghost hunting equipment at your disposal in order to gather as much evidence as you can.

You play as an investigator. The **main goal** of the game is to **complete contracts**, which primarily means to determine what **kind** of ghost is haunting a location while completing some **optional objectives** that are determined randomly upon arrival. Completing objectives increases the amount of payment after each mission which allows you to buy better ghost hunting equipment.

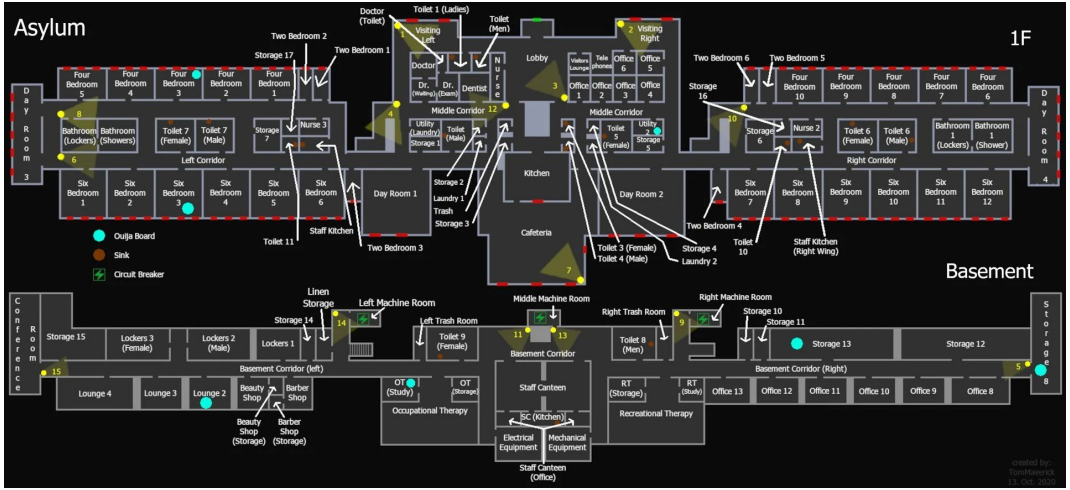


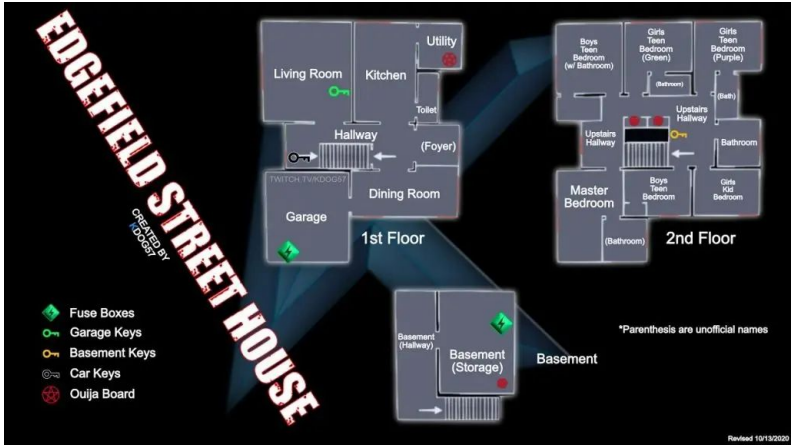
You will have many different tools at your disposal during the course of your ghost hunting career. Each tool is used to confirm different **ghost traits** which will narrow down the type of ghost in the location.

The **type** of ghost is determined by what **evidence** you gather on your mission. **Three** types of evidence will be needed to confirm the ghost type. At this time we have 12 ghost types. Using this method of evidence we can expand to include more ghost types in the future.

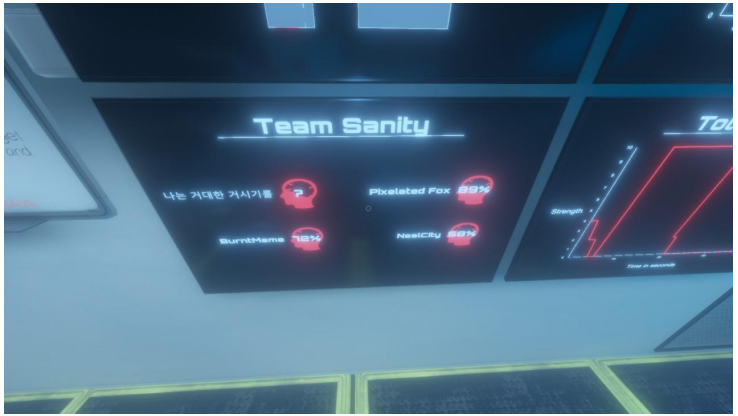
Ghost Type	EMF 5	Fingerprints	Freezing	Spirit Box	Ghost Orbs	Writing
Banshee	■	■	■			
Revenant	■	■				■
Phantom	■		■		■	
Jinn	■			■	■	
Oni	■			■		■
Shade	■				■	■
Wraith		■	■	■		
Poltergeist		■		■	■	
Spirit		■		■		■
Mare			■	■	■	
Demon			■	■		■
Yurei			■		■	■
	Unused Combinations					
	■	■		■		
	■	■			■	
	■		■	■		
	■		■			■
		■	■		■	
		■	■			■
		■			■	■
				■	■	■

You will visit many **locations** during your career. Some as complex as an **Asylum** or more common locations like the **Edgefield Street House**. Multiple locations to visit gives a variety of gameplay options.

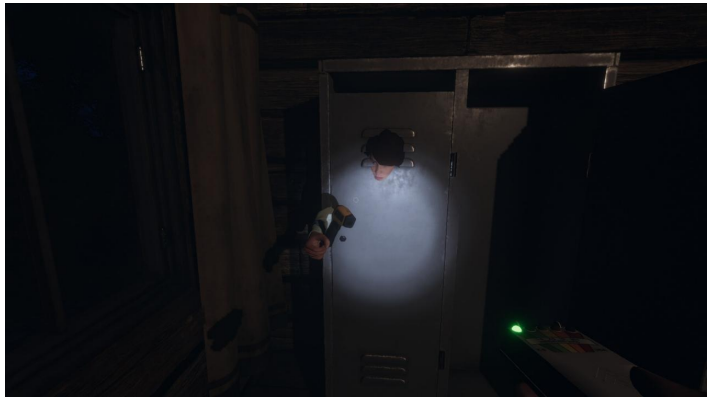




Ghost hunting isn't for the faint of heart, or mind. You are going to need to keep a close eye on your **Sanity**. Coming into contact with any members of this handsome lineup will cause your **sanity** to drop. The lower your sanity, the more **active** the ghosts will become, **hunting** you..



During times of peak **Activity** the ghost will hunt you down. This is a great time to find a **locker** or **closet** to hide in until it's safe. Failure to hide could result in **death.**



In conclusion. Take **pictures**, **hunt** ghosts, gather **evidence,** run, hide, be hunted, get **paid.** And remember, keep calm and carry a big candle.