Final Project 1

CS 325

<u>Group Members:</u>

Austin Herkert

Seth Aldrich

Steve Velez

Hung Truong

<u>Link to GitHub:</u> https://github.com/hutruon/GamerDen.git

<u>User Stories in Order/ Task / Planning Poker</u>

1.

a. As a Client, I want an agreement with Steven Lambert so that I can use his games.

    Task – Get an agreement

    Planning Poker - 1

2.

a. As a client, I want a better name and theme for the suit games, so that it can be more appealing for the customer.

    Task- Better Name and Theme

    Planning Poker - 1

10.

a. As a client, I want the suite of games to use a version control system to create changes also by allowing collaboration between developers, so it will make it easier to track changes and to revert.

    Task – Use version control system

    Planning Poker - 1

3.

a. As a customer, I would like a dashboard, so that I can choose the game I want to play.

    Task – Add Dashboard

    Planning Poker - 16

b. As a customer, I would like a single interface, so I do not have any pop-up windows.

Task – make program single interface compliant

Planning Poker - 2

13.

a. As a Client, I would like the customer to be able to choose a "skin" for the app, so that it is pleasing for them to look and suites their interests.

Task – Add Skin option for customization

Planning Poker. - 8

22.

a. As the client, I want the interface to seem fun and always engaging to the player, so that the user stays more engaged and is using our software longer.

Task – Add Engaging interface

Planning Poker – 4

3.

c. As a customer, I would like three games, so that I have multiple games to choose from.

Task – Add three games

Planning Poker - 8

19.

a. As a user, I want each game to have a pause button or icon, so that I can stop the game at any point of time.

Task – add pause Button

Planning Poker - 4

12.

a. As a client, I want to plan for the mobile market by not using any game logic in the html GUI code and instead should call methods in a controller, so it will allow other people to be able to play the game.

Task – No game logic or business logic in html GUI code

Planning Poker - 1

18.

a. As the client, I want all games to be playable by a single player with one hand using 4 arrow keys except requiring a second hand when necessary, so that the controls are universal and only require the player to learn them once.

Task – only use 4 arrow keys using one hand (second hand when necessary)

Planning Poker - 8

b. As the client, I would like user actions such as pressing an arrow key to be interpreted separately from the game logic (i.e., not hard coded in), so that they can be switched out for different platforms such as mobile devices or external controllers.

Task – do not hard code pressing arrow keys

Planning Poker - 4

25.

a. As a client, I want the games to be designed with testability in mind, with clear separation of concerns and well-defined interfaces, so that individual components can be easily tested, and changes can be made without introducing new bugs or regressions.

Task – Build program in modular way

Planning Poker - 1

b. As a client, I want the games to be thoroughly tested at all stages of development, from unit testing of individual components to integration testing of the entire system. So, it will ensure that the games are robust and stable, with minimal bugs and crashes, allowing me to have a seamless and enjoyable gaming experience.

Task – Make program testable

Planning Poker – 4

21.

a. As a user of the suite of games, I want the games to be robust and stable, with minimal bugs and crashes, so that I can have a seamless and enjoyable gaming experience.

Task – make sure program runs smoothly with minimal bugs

Planning Poker - 1

26.

a. As the client, I would like the ability to add new games or users without affecting performance or stability, because it ensures the project's scalability.

Task – add ability to add new games or users

Planning Poker - 8

16.

b. As the client, I would like all game assets to be less than 100k in size, so that they load quickly over the internet.

Task – Size less than 100k

Planning Poker - 2

8.

a. As a client, I want the suite of games to be designed separately in aspects of the component, so it will be easier to modify without affecting other aspects of the game.

Task – Design in modular fashion

Planning Poker – 16

9.

a. As a programmer, I would like to use standard interfaces and protocols for communication between different components, so that it is easier to swap out components.

Task – Use standard interfaces for communications

Planning Poker – 16

16.

a. As the client, I would like the software to have medium-quality graphics and sound effects that are engaging and immersive, so that the user enjoys playing the game for longer periods of time.

Task – add medium quality graphics and sound effects

Planning Poker - 8

17.

a. As a user, I want sounds in the game to serve a functional purpose by indicating significant events, rather than being purely decorative, so that I can better engage with the game and understand what is happening.

Task – make sounds informative

Planning Poker – 4

b. As a user, I want the ability to mute sounds by checking a box or clicking a "mute" icon so that I can play the game without disturbing others or without being disturbed by the sound.

Task – add mute button

Planning Poker -1

23.

a. As a client, I want to have easy access to context-driven help screens that provide technical details about game play, logging in, and other relevant information, so that I can quickly find the information I need to understand the game and its features.

Task – add help menu

Planning Poker – 16

b. As a client, I want these help screens to be implemented as bubbles that appear when hovering over a "help" icon, rather than as popups, so that I can seamlessly access the information without interrupting my gameplay.

Task – add bubble feature to help icons

Planning Poker - 2

c. As a client, I want the help screens to be designed with user-friendliness in mind, so it provides clear instructions and visual aids to help me understand complex concepts.

Task – add User-friendly help menu

Planning Poker - 1

d. As a client, I want the language used to be simple and easy to understand, and the information provided to be up-to-date and relevant to my current context, so the users will have no problem getting the help they are looking for.

Task – Simple language for users to understand

Planning Poker - 1

11.

a. As a programmer, I would like my program to plan for the introduction of a database, so that I can store user information.

Task – Use bridge pattern to create database

Planning Poker - 16

5.

a. As a client, I want a login page, so users must log in.

Task – Create login page

Planning Poker - 8

b. As a client, I would like customers to login, so I can store their information in a database.

Task – Create database

Planning Poker - 16

c. As a client, I would like to store customer's stats in a cookie, so that the stats can be displayed as a later time.

Task – Store stat in cookie

Planning Poker - 8

14.

b. As a client, I want to be to control the ads by creating an admin login with the username SoggieMuffins and the password 1234, so it will make it easier for the client to manage the ads.

Task – Add admin user and password

Planning Poker - 2

15.

a. As a Client, I would like passwords salted, hashed and stored in a database, so customers can feel secure when logging in.

Task – Salt, Hash, and Store

Planning Poker - 4

6.

b. As a client, I want the login encapsulated using a login controller, so it won't mix with the GUI logic of the Customer.

Task – Add login controller

Planning Poker - 16

7.

a. As a client, I would like the customer to auto-login when the customer goes to the webpage by using cookies, so that the player does not have to repeatedly login.

Task – auto-log back in with use of cookies

Planning Poker - 8

b. As a client, I would like a friendly message to pop up to greet the returning player, so they feel welcome.

Task – add friendly message to pop up

Planning Poker - 1

6.

a. As a client, I want better access with google and Facebook accounts etc., So it will make it easier for the customer to login.

Task – Add google and Facebook login features

Planning Poker - 8

20.

a. As the client, I would like the player to be able to save their progress and resume from the same point later, so that the player does not have to restart every time they exit the game.

Task – Be able to save progress and resume

Planning Poker – 16

b. As the client, I would like the "save progress" and "resume" feature to be stored in a database, but it can be stored in a cookie for now, so that the developers have more time to focus on the more important software features.

Task – Save progress in database

Planning Poker - 16

c. As the client, I would like the player to be able to resume a previous game if one is saved, and the player should have the ability to scrap the previous game and start a new one, so that the player can come back to where they left off, or replay the game as many times as they want.

Task – resume previous game

Task – ability to scrap old game and start a new game

Planning Poker – 16

17.

c. As a user, I want my sound preference information to be saved from one session to the next, and apply across all games in the suite, so that I don't have to adjust my sound settings every time I play a new game.

Task – Save sound preference

Planning Poker – 2

3.

d. As a customer, I would like to see stats, so that I can show my friends.

Task – Add Stats and Stats list

Planning Poker - 8

4.

a. As a client, I want the game to improve visually by also showing stats on a dashboard to appear in a unique way, so that the customer can receive a cool factor from it.

Task – Show stats in a unique way

Planning Poker - 4

5.

c. As a client, I would like to store customer's stats in a cookie, so that the stats can be displayed as a later time.

    Task – Store stat in cookie

    Planning Poker - 8

24.

a. As the client, I would like to add humorous error messages, so that the players mood is lightened in an unfortunate event like a crash.

    Task – Add humorous error messages

    Planning Poker - 2

22.

b. As the client, I would like an "easter egg" containing a photo of the developers wearing silly hats that only displays if the user pauses a game and then clicks the mute button, so that the user feels like the software was made to be fun and exciting.
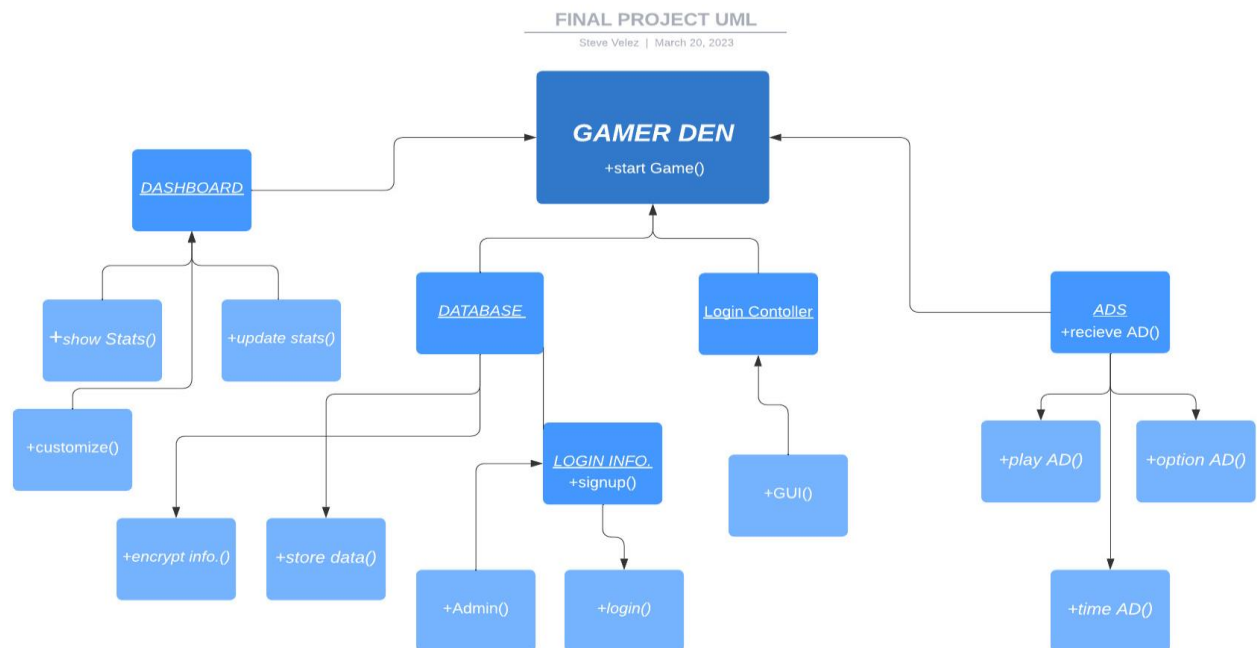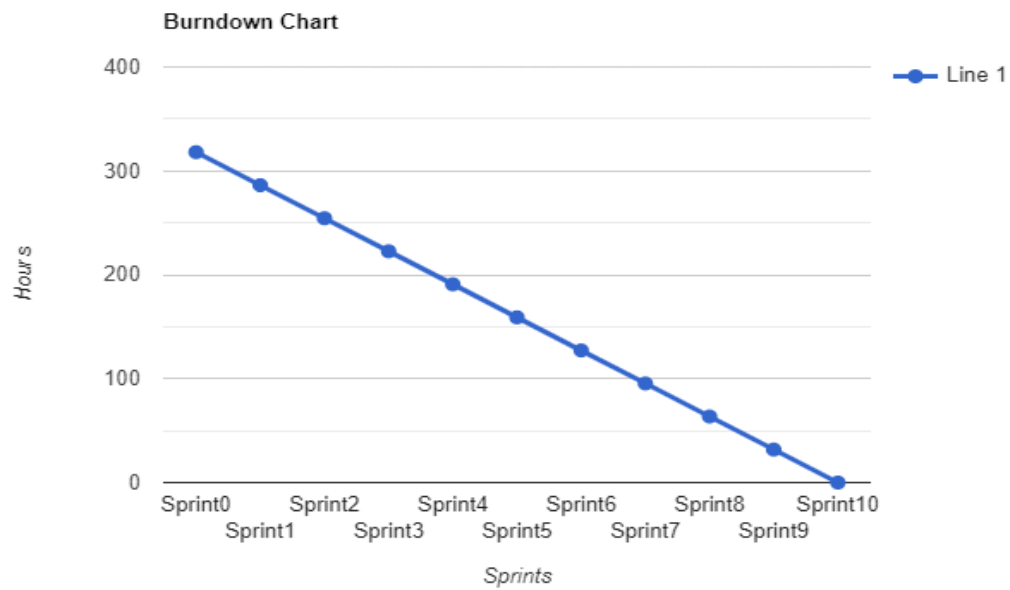
    Task – Add Easter Egg

    Planning Poker - 4

14.

a. As a client, I want to be able to display ads by using an API stub to display ads every minute or so, so it will allow client to make money.

    Task – Be able to display ads by API stub

    Planning Poker – 16

Burn Down Chart/ UML Diagram

Burndown Chart

FINAL PROJECT UML
Steve Velez | March 20, 2023

Architecture Structure the Project

When it comes to structuring the project for this suite of games, there are a number of considerations to take into account. One of the most important is how to prioritize the user stories. It's important to identify which features are critical to the success of the suite of games and which can be added later.

From the user stories provided, some of the higher priority tasks may include creating a login page (story 5a), designing an engaging interface (story 22a), adding a dashboard for game selection (story 3c), and adding the ability to save progress and resume (story 20a). These are all key features that will enhance the user experience and make the suite of games more appealing to potential players.

Another important consideration is who will work on what. This will depend on the size and skill level of the team, as well as individual preferences and strengths. It's important to ensure that everyone has a clear understanding of their roles and responsibilities and that they are working on tasks that match their skills and interests. When someone with experience in front-end development may be best suited to work on designing the interface, while someone with experience in back-end development may be better suited to work on the database and login functionality.

Making the project cool is another consideration, and this can involve a number of things. One approach could be to focus on creating unique and visually appealing graphics and sound effects (stories 16a and 17a). Another approach could be to add fun and unexpected features like an Easter egg (story 22b) or humorous error messages (story 24a) to make the suite of games feel more playful and engaging.

Finally, it's important to consider issues that come up in the group, such as communication and collaboration. It's essential that everyone is on the same page and that there is clear communication about timelines, progress, and any challenges or roadblocks. This can involve regular meetings or check-ins, as well as the use of project management tools like Trello or Asana to keep everyone organized and on track. Also, it can be helpful to establish a clear process for resolving conflicts or disagreements to ensure that the project stays on course.

In summary, we are structuring the project for this suite of games involves prioritizing user stories, assigning tasks based on skills and interests, focusing on making the project cool, and ensuring clear communication and collaboration within the group. By taking these factors into account, the team can create a successful and enjoyable suite of games that meets the needs and desires of both clients and users.