Atılım unıversıty se-112 ıntroduction to Software Engineering

2023-2024 II SPRING

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| **ınstructors:**  -ali yazıcı  -arif eren dumanlı  **Group 18 members:**  -emir kutluhan arslan  -iclal nar  -saruhan mert ağaya |



**Styx the Underground River**

* Styx is a game that entertains people, teaches them mythology, and takes them on a long-term adventure. This is a game that teaches the player about the unknown sides of Greek mythology and leaves the fate of the game entirely to the player's choices. This game, in general terms, tells the adventures of Charon, the great boatman of Greek mythology and also known as the carrier of the dead, in the underground river Styx. It has a plot that not only deals with Charon but also touches upon Zeus, Hades, etc., other magnificent characters of Greek mythology and their stories, albeit superficially.

* The game is a single player story and role playing game.

* The game is supported on windows macOS and linux operating systems and this game was made using the c# programming language.
* The game has subtitle options in every language and the audio is in English.
* Styx is a 2D game consisting of both arcade and pixel art.

sanat, resim, su taşıtı içeren bir resim

Açıklama otomatik olarak oluşturuldu 1

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Activitiy | Duration(weeks) | Predecssors |
| A | Set a budget | 2 | - |
| B | Hardware selection | 4 | A |
| C | Choosing the right software language | 2 | - |
| D | Recruit staff | 7 | C |
| E | Distribute tasks | 2 | D |
| F | Combine completed tasks to create the product | 10 | E |
| G | Test phase and debugging | 5 | F |

Project Management

In figure 1 and figure 2, we followed the waterfall methodology.

Figure 1

metin, sayı, numara, öykü gelişim çizgisi; kumpas; grafiğini çıkarma, çizgi içeren bir resim

Açıklama otomatik olarak oluşturuldu

Figure 2

2

**Risk Management**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Risks** | **Affects** | **Description** | **B-Plans** | **Risk Effect**  1-4 (Ineffective)  5-8 (Effective)  9-12 (Very Effective) |
| Staff turnover | Project | One of the group members leaves the project while the project is ongoing |  | 8 |
| Lack of budget | Project and product | Insufficient budget allocated for the project | Make a sponsorship agreement | 6 |
| Change of administration | Project | Replacement of one of the members of the management team with a member with a different purpose |  | 4 |
| Communications problems between staff members | Project | Failure of group members to coordinate and their inability to exchange information | Carrying out activities that will regulate the mental health of the group | 7 |
| Govermental issue | Project and product | Countries not accepting the project and rejecting the project | Project readjustment | 12 |
| Non-recognition of the project | Business | The situation wich the project does not reach the expected interest and sales | Expanding the advertising efforts of the project | 9 |

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