Plan to finish Project 4

Group 1

Arcade Bridage

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# Focus

After speaking to our customers, we agreed that delivering a reliable and robust system needs to be a priority. That is why we decided to work on eliminating any bugs left in our Pong game and implement disconnection handling during a game. We are leaving the Mafia game in the background, along with some UI changes, and hopefully the time and workload allow them to be implemented.

# Task distribution

The way that we distribute the workload is in “sprints”, in which we decide on a certain task that needs to be implemented and one person works on that. In case he gets stuck somewhere along the way, feels burned out or has some other work that he needs to take care of, the other person can take over and start working on that task.

So far this has worked pretty well for us, since we have different ways of working and figuring out problems so changing perspective helps us find and eliminate bugs easier.

We also have to mention that we live in the same house, so in case anyone of us has a question or needs another person to test something, he can just knock on the other person’s door, which makes everything really easy given the situation around the pandemic.

# Hardware

We were facing issues around the hardware because as less and less teammates remained, we didn’t have enough joysticks and displays to be able to demo a game with more than 2 people, which was one of our goals at the start of the project. Luckily, we managed to get in touch with one of our fellow students, arranged a meeting and got his joystick and display, so now we can implement 3 consoles and start working on the Mafia game, which will be used to demo the communication between more than 2 consoles.

# Demonstration

Since it seems like an in-person demo at R10 would not be possible, we had to think about how we are going to show off our project online.

We are thinking about using our phones to connect to the online meeting, as they have better cameras which will capture the demo clearer. We will first go through all the features of our console, play a game of Pong and Mafia if we have time to implement it. Afterwards, we’ll ask the clients if they have any questions or if they want to see a certain interaction that we may have missed during our demo.