**J-MAD Games  
*“Trying to CODA”* *since 2018***

E 101 - 022H - Educational Computer Game

**Team Name**

J-MAD Games

**Team Names, Roles, and Previous Experience**

Michael Barger - Team Leader, Designer (Python, Java, VBA, Mathematica, LaTeX, Scratch), Scribe

Drew Hughlett - Designer, Point of Contact (arhughle@ncsu.edu)

Jason Hurst - Software Engineer (Java, Python, Unity Game Engine past experience)

Nufito Silva - Creative Director; Has gaming experience.

**Mission Statement**

To create a game that is creative and challenging to users in elementary education while providing an alternative and engaging medium to practice and learn foundational mathematics outside of the traditional classroom setting.

**Team Goals**

* Determine the approximate age range of our game through research of K-12 education
* Learn to use GameMaker
* Create a functional educational computer game

**Individual Goals and Skills to Learn**

1. Michael Barger
   * Apply my coding experience to an entertainment setting
   * Expand my knowledge of different programming environments
   * Gain experience in the phases of game and application development other than programming.
2. Drew Hughlett
   * Convert previous coding knowledge to learning to make elements of a game.
3. Jason Hurst
   * Expand my experience with other coding styles
   * Become a better team member
4. Nufito Silva
   * Learn how to program in general and how to make a game
   * Build teamwork skills with programming involved.

**Guiding Principles**

* Meeting Structure: Weekly meetings on Tuesdays from 11:00AM to 12:30PM in Quad Commons or a Quad Study Room. Everyone must attend every meeting unless they notify the group ahead of time. Meetings will cover current project status, adherence to timeline, and progress expectation before next meeting.
* Open communication: The primary communication platform will be through GroupMe. Be open to feedback and criticism.
* Collaboration: Game files should be stored on a shared google drive folder. Each revision should be saved as a separate file from the version that you downloaded. Revisions to the master game files will be logged in the “Revision Log”. Ideas will be documented in the “FEDD Game Design” shared document.
* Assignment: During meetings, tasks will be distributed between members according to individual skills, group confidence, necessity, and individual inspiration.
* Conflict Resolution: Open communication with other team members about any disputes or conflicts that may arise. No one-on-one confrontations, all conflicts will be discussed openly among all members of the group.
* Guidelines for handling project-related assignments: Work will be evenly distributed between all members of the group. A date will be assigned for when everyone’s portion should be completed. If any conflicts or issues arise about completing the assignment, contact the group as soon as you are aware that there is a conflict.

**Tentative, Fast-paced Timeline**

**9/11 -** Brainstorm ideas for game design, documented in “Game Design”

**9/18** - (2-3 weeks from the first group meeting.) Watch or complete tutorials in order to learn GameMaker, including modeling environment, drag-and-drop vs code programming, environment building, sprite creation and editing, file sharing.

**9/18** - Research sources and information for research paper complete

**9/25** - Research paper and team contract complete

**10/2** - Create a framework for the levels to be made on, possibly including a list of all necessary assets per level or per action.

**10/9** - Have a functional level, assign individuals to level design or modeling, passes testing

**10/23** - Have a completed first level (game mechanics and modeling)

Complete FEDD Milestone #1 assignment

**10/30** - Acquire materials for poster

**11/6** - Completed menus with testing

**11/13** - Complete poster assembly, decide on a machine to run game with testing

Fully complete game, no more changes

**11/20** - Present at FEDD