

TREBALL FINAL DE GRAU

PROGRESS REPORT I

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PLANIFICATION CHANGES

As requested by the tutor, we have decided to change the design of our Gantt Chart from the previous version to this new one (fig 1). The main changes are in how we are assessing the tasks. The previous Gantt Chart assessed the tasks in hours while this one does it in days, thus giving us a reference calendar to check our progression and if we are on or off schedule. Moreover, we have added some tasks related to the thesis itself, like preparing and writing the reports or the presentation, as well as one task to create the Class Diagram.

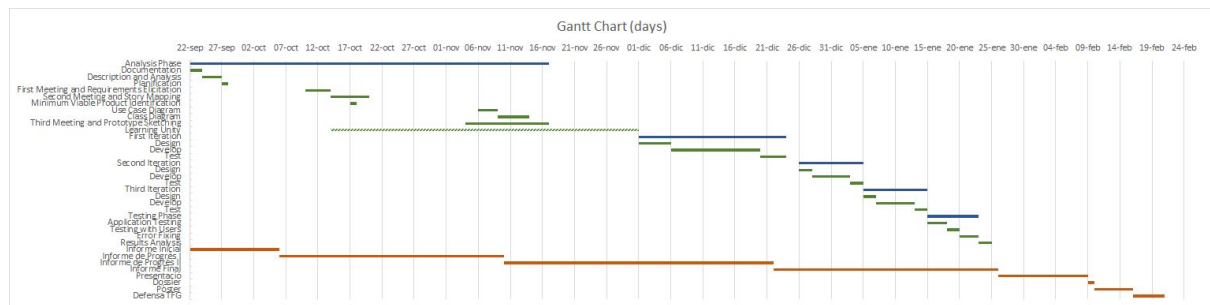


Fig 1: Gantt Chart in days.

In this Gantt Chart we are using different colours to assess the different type of tasks we have:

- Blue for grouping tasks.
- Green for normal tasks.
- Dotted green for “Studying Unity”, since it is a task that will be done throughout the project.
- Orange for thesis tasks.

The tasks themselves have not been changed and we have tried to transfer the old Gantt Chart to this one. To clarify, this Gantt Chart does not say that, during the days when the tasks are carried, we are going to be working 8h. It is just specifying the ideal start and end date in order to be on schedule.

PROGRESS

Since the start of the project, we have carried out two meetings with the music teachers to design and specify the video game they would like. The first meeting got us to have a clear idea of what they wanted as a videogame. The music teachers sketched an initial idea of what they wanted the video game to look and behave like, providing us with source material that we are going to be working with. They also specified aspects of the video game like the behaviour of the game, its structure and the target audience. The information we got on the meeting was really useful to prepare the materials that we needed for the second draft.

The second meeting was focused on creating a Story Map to have an even clearer idea of the requirements of the application. We also agreed on a Minimum Viable Product (MVP), which consists on a video game with only one song and four levels in the song and getting feedback after playing them.

From the Story Map, we have created a list of Use Cases and a Use Case Diagram (fig 2), using the draw.io designing tool.



Fig 2: Use Case Diagram.

Once we have an idea of the functionalities of our application and we know exactly what our users will be allowed to use, we go ahead in the designing of our program and create a Class Diagram (fig 3). For this chart we are again using draw.io's tools for UML.

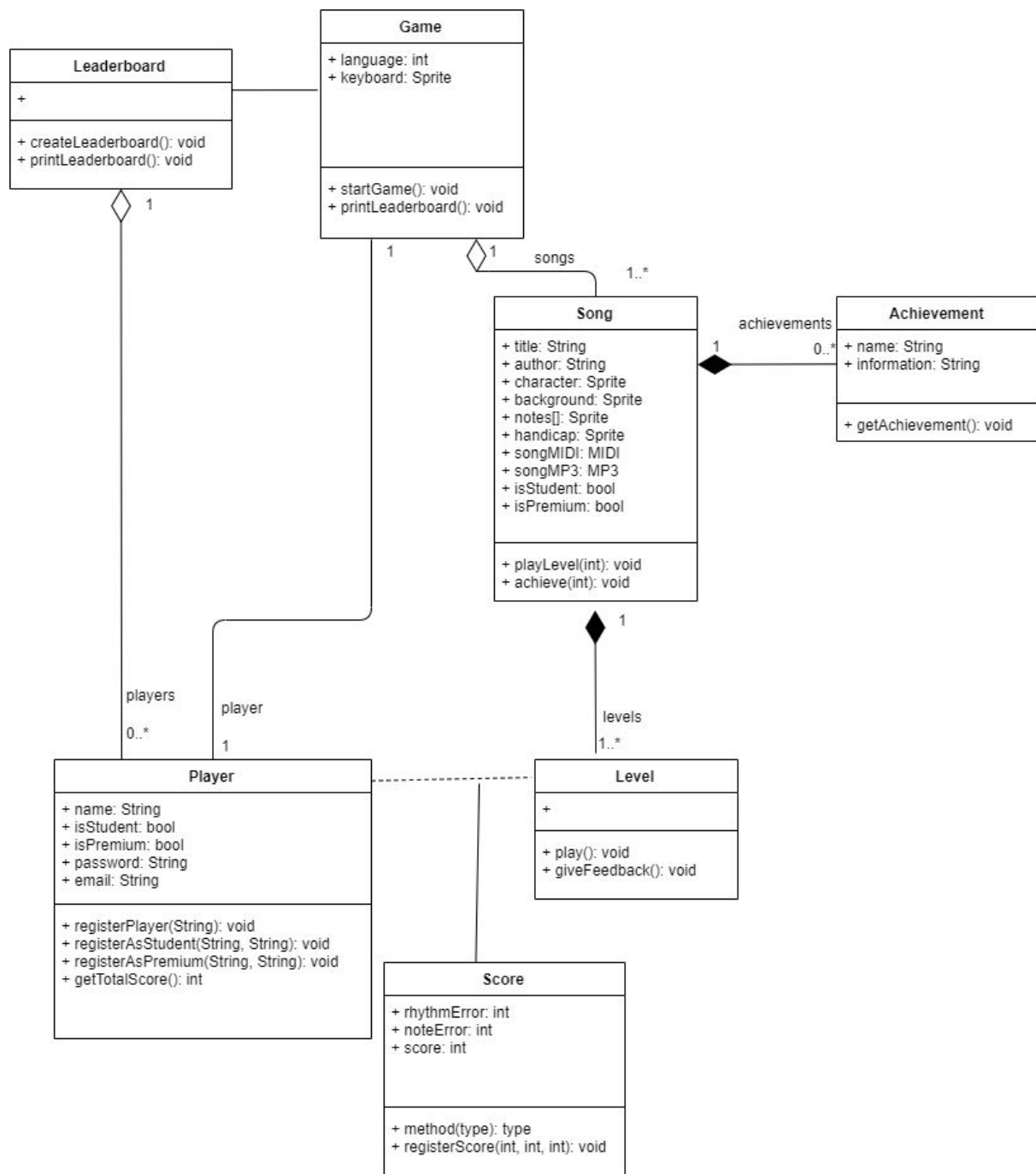


Fig 3: Class Diagram.

This is a provisional Class Diagram as we still have to carry out a third meeting, in which we will further specify some of the aspects of the video game.

In that third meeting, we will focus on the sketching of the video game. The main goal of it is to provide our customers with a first contact to what we are going to end up developing. It

will be an opportunity for them to decide on whether or not they like how it looks. Moreover, they will also have the opportunity to check, with the prototype, if the product that we have designed is adequate for the specification and the requirements that they have provided us.

For that, we have sketched a sequence of screens that they will end up seeing in the developed product. These include the menu, the song-selection screen and the levels of it, as well as the feedback the player would receive after playing the levels.

We have progressed and we have implemented an visual prototype (fig 4) using Unity to provide the customers with a clearer view of the final product.

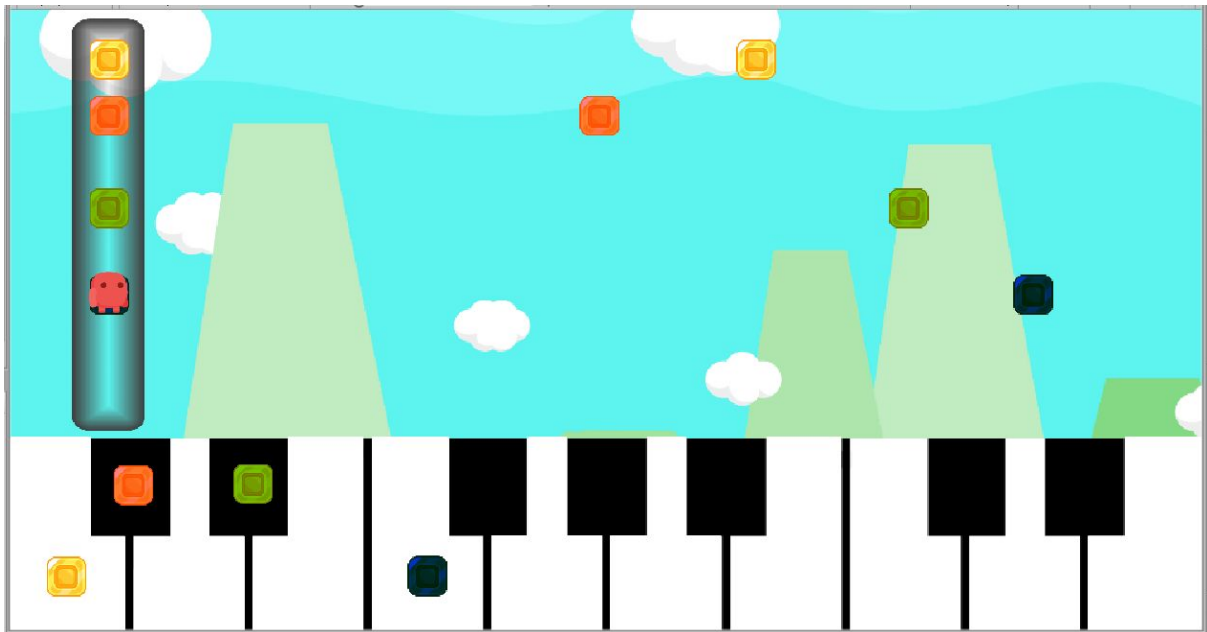


Fig 4: Prototype implemented in Unity.