

Team 5 – Planning

Planning and Preparation Phase (Week 1-2):

Define project scope and objectives based on the requirements provided by the instructor.

Assign roles and responsibilities to team members, considering their strengths and interests.

Conduct initial meetings to discuss project requirements and establish a shared understanding of the goals.

Create a backlog of tasks and features to be implemented, outlining the prioritization based on project deliverables and deadlines in Trello.

Set up communication channels such as WhatsApp for informal communication and coordination.

Hold regular check-ins or meetings to ensure everyone is on track and address any questions or concerns.

Documentation and Design Phase (Week 2-7):

Develop use cases, class diagrams, sequence diagrams, and other necessary documentation as outlined by the project requirements.

Conduct regular meetings to review and refine the documentation, incorporating feedback from the instructor or peers if necessary.

Utilize tools like Google Docs for collaborative document creation and sharing.

Begin designing the game interface and graphics, considering the visual appeal and user experience.

Development and Testing Phase (Week 7-11/12):

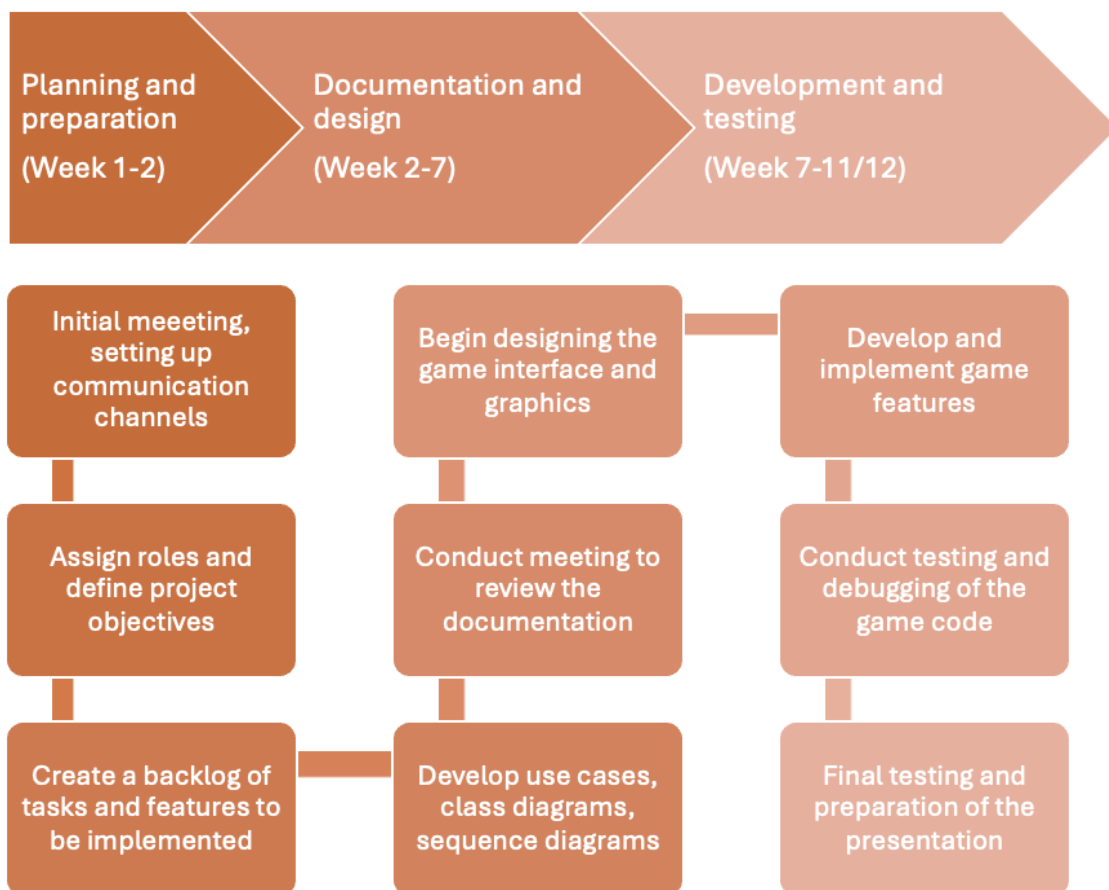
Transition into the development phase, focusing on implementing the game features and functionalities according to the documented requirements.

Break down development tasks into manageable chunks, considering the skills and experience level of team members.

Conduct testing and debugging of the game code, identifying and addressing any issues or bugs.

Allocate time for final testing and quality assurance before submitting the project for evaluation.

Prepare a demonstration or presentation of the completed game for the instructor and peers, showcasing its functionality and features.



Throughout the project, we integrated Scrum practices to manage development effectively. This included conducting Sprint Planning meetings to prioritize tasks from the backlog using tools like Trello. We broke down tasks into manageable chunks and held stand-up meetings to discuss progress, address obstacles, and plan tasks. At the end of each sprint, we conducted Sprint Review meetings to demonstrate completed work and gather feedback. Embracing an iterative approach, we made

adjustments to plans and strategies as needed, prioritizing flexibility and continuous improvement to optimize workflow and productivity. Overall, implementing Scrum facilitated effective collaboration, priority management, and the delivery of a high-quality product meeting stakeholder needs.

