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I am a part of Project Group 11, Empty Coffee Cups. As from our group discussions we have come to a conclusion to design a game based on sorting algorithms. This week we have decided to work on separate topics for the team project. We divided our work in to three main areas.

1. Game design using sorting techniques.
2. Include the game jeopardy into our game and make it more interesting.
3. Design the multiplayer logic and REST API’s.

The value of Extreme Programming which I chose for this project is ‘Respect’. To maintain this value, we have all gathered our strengths and weakness’ openly and divided the work among ourselves in areas which we are comfortable. In our project meetings last week, we decided to use five sorting techniques as five different levels in our game. They are Bubble Sort, Insertion Sort, Quick Sort, Merge Sort, Selection Sort. All of us discussed the research we did in the previous week and finally decided up on using these sorting algorithm techniques in our game.

I and Neha have decided to work on inclusion of jeopardy game design into our game. We have decided to use Java and Greenfoot as our platform for game development. In our game first we decided to teach the game to non CS students by showing them our game video. Then we decided to make them play the game. And the next level would be playing jeopardy game that we added in our game.

I have watched some jeopardy games and I am trying to design our jeopardy level in the game. In Greenfoot I have to set up a jeopardy world and add some actors as players who can play the game. I and Neha are trying to design the level still. By next week we are planning to finish with the design so that we can start developing the level. After developing the jeopardy world in Greenfoot, we will add questions related to our game similar to the questions played in jeopardy game. Currently we are going with the idea of single player. In the coming weeks we will incorporate the multiplayer logic into our game design.