

CS3099 Initial Plan

Jack Neilan (130017541)
Christa-Awa Köllen (140002949)
Liam McMenemie (140011523)
Bethany Gillam (140009298)
Keanan Frazer (140001596)

Language & Environment

We will build the game with **Lua** (lua.org), *probably* using the **LÖVE2D** (love2d.com) game engine.

Lua is new or almost new to all members of the team, but that should make development a little more interesting! Lua is also often used as a scripting language in game development, meaning that there are a healthy number of tools and frameworks for game design if we wish to use them.

Tools

We're using **Git** for version control and **GitHub** as a central repository. We will use **Trello** to organise our tasks, ensuring that everybody can be kept up to date with what is currently being worked on and how the project is progressing.

Git + GitHub is a safe choice. Most of the group is familiar with both and it's probably fair to say that learning Git is a worthwhile investment.

We initially looked at **ZenHub** for task management as it integrated closely with GitHub, but setting it up turned out to be more effort than it was worth.

Project Management

Since it is being encouraged in Software Development, we plan to borrow aspects of Scrum - in particular the phrasing of objectives as user stories and organising work into backlogs and sprints. We will be using Trello to keep track of these.

We plan to evenly distribute work, with each of us working on individual tasks across the entire scope of the project.

Our group will meet formally once a week (Tuesdays 1pm) and expect to work together in an ad hoc manner the rest of the time

Collaboration with other groups

Representatives from all groups will be meeting fortnightly (Tuesdays 1pm) in order to discuss and standardise aspects of interoperability..

Vague Milestones

1. Basic understanding of Lua and Love2D, with having done tutorials to familiarise ourselves - End of Week 5
2. Plan / Architecture laid out for implementing game board - end of October
3. Gameboard implemented with base game rules - End of Semester 1
4. Rough plan for AI - End of Semester 1
5. AI implementation started - Start of Semester 2