

The Project Game

For the beginning is thought to be more than half the whole.

- Aristotele, Nicomachean Ethics

Group Instructor - Janusz Rafałko

Team 17-PL-12 - Maciej Grzeszczak, Henryk Kaczmarek, Sebastian Konowrocki (*leader*), Kajetan Kotas, Stanisław Wasilkowski.

Software Technology

The Project Game will be implemented using **.NET 4.6.2** framework and written in **C#** programming language. The main reason for that choice is that every member of the team is familiar with these to at least satisfactory extent. Besides that there is a wide range of available programming libraries and mature community around that platform.

Methodology

Methodology used to manage product development will be **Scrum**. It is one of the most popular software development framework nowadays and learning that may be beneficial for team members as they acquire necessary experience.

Roles according to Scrum methodology:

- *Scrum Master* - **Sebastian Konowrocki**
- *Product Owner* - **Stanisław Wasilkowski**
- *Developers Team* - **Maciej Grzeszczak, Henryk Kaczmarek, Sebastian Konowrocki, Kajetan Kotas, Stanisław Wasilkowski**

In order to help and improve our cooperation we use [Slack](#) as our communication platform, where we will consult our problems and then solve them efficiently and quickly.

Tasks will be organized with the help of [Trello](#) service, where everyone can get instant information about what is left to do and who is working on which task currently. This will also be the place where user stories, product backlog and summaries of the Scrum sprints will be kept, so everyone can access it at any time.

Changes in code will be tracked with Git version control system.

Elected branching model and commit naming convention is inspired by [Gitflow Workflow](#) which will be enforced **strictly**.

Preliminary work schedule

- **laboratory 2** (10.03) - delivering initial project documentation.
- **laboratory 3** (17.03) - delivering final project documentation.
Planning the first sprint (Communication).
- **laboratory 4** (24.03) - working prototype of communication, implemented messages models, working communication server,

Player and GameMaster mocked mostly. Planning the second (Game) sprint, review and retrospect of the first sprint.

- **laboratory 5** (31.03) - planning the third sprint (Game), review and retrospect of the second sprint.
- **laboratory 6** (07.04) - planning the fourth sprint (Game), review and retrospect of the third sprint.
- **laboratory 7** (12.04) - working prototype of a whole game, implemented game rules, ability to play sample game, Communication Server can serve multiple games. Client's, Communication Server's and Game's configurations are kept and read from configuration files. Planning the fifth sprint (Cooperation), review and retrospect of the fourth sprint.
- **laboratory 8** (21.04) - planning the sixth sprint (Cooperation), review and retrospect of the fifth sprint.
- **laboratory 9** (28.04) - planning the seventh sprint (Cooperation), review and retrospect of the sixth sprint.
- **laboratory 10** (5.05) - planning the eighth sprint (Cooperation), review and retrospect of the seventh sprint.
- **laboratory 11** (12.05) - module responsible for basic artificial intelligence. Planning the ninth sprint (Cooperation), review

and retrospect of the eighth sprint.

- **laboratory 12** (19.05) - improvement of compatibility with other groups solutions. Planning the final sprint, review and retrospect of the ninth sprint.
- **laboratory 13** (26.05) - championships. Review and retrospect of the final sprint.