2016/09/22

The most important task this week was to plan the design of the game and build the first wireframe for the game. Every individual was making sure that the core value they have chosen is followed. Unable to meet for a face to face meeting, we had to use waffle.io for discussing the topics. And features of waffle.io really helped us collaborate even from the remote locations.

After sufficient debate, we have planned to make a quiz with 9-10 questions that will be based on various topics. The questions in the quiz will be followed by the description of the question. We are narrowing down the topics for the quiz to Information hiding, cryptography and programming languages. As my core XP value was Build Integrity, I was focused checking the design. And keeping the game as simple as possible for children.

2016/09/23

As the plan was visible in waffle board, I started to research green-foot and database integrations. And most of the people are assigning themselves to tasks in waffle board and started collaborating on tasks.  As we can visibly see the momentum building, this is the most curtail stage for building a good foundation for software integrity.

2016/09/24

In today’s meeting, we took a decision on what game to work on. And database design. Also, we have updated the CFD. As a transition for the quiz, we came up with an idea to have a map with cat who wants to have her milk. And in the way, she will try to complete the quiz to move level up.