MONASH University

Team 098 (Team Javva) | MA | Tue 12 pm - 2 pm

Group member names:

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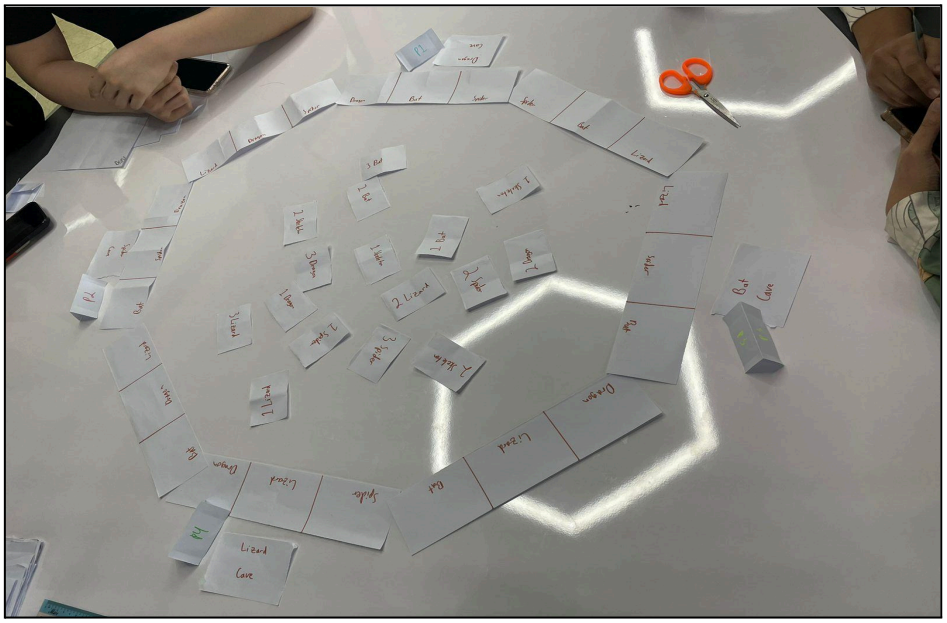

Disclaimer

Please note that **beyond our scheduled group meetings**, each member of our team is deeply engaged in a continuous learning process and task completion. We are actively enhancing our collaborative work on critical components such as the domain model, user stories, and various other facets of our project. Our commitment extends to extensive individual research, development practice, and refinement activities that occur behind the scenes. This dedication ensures that every aspect of our project, from concept to execution, benefits from a depth of understanding and expertise that is not fully captured in our formal meeting logs.

Technology Stack and Justification

Our team has opted to use Java as the primary programming language for our object-oriented programming (OOP) needs and for the main body of coding in our project. The decision to select Java stems from its robust ecosystem, strong memory management, and cross-platform capabilities, which are particularly conducive to developing complex applications with extensive user interfaces. Java's platform independence is a significant advantage, as it aligns perfectly with our goal to create an executable that can run seamlessly across different systems. Furthermore, the static typing of Java provides a level of safety and predictability that is beneficial during development, allowing for early detection of potential bugs and issues.

The JavaFX platform has been chosen for GUI design due to its rich set of features and its seamless integration with Java. It offers a wide range of customizable, modifiable components that empower us to build a more interactive and responsive user interface. Our team's current expertise includes members with substantial experience in Java, ensuring an efficient development process with a reduced learning curve. Additionally, JavaFX's Scene Builder tool allows for quick prototyping, which is essential for validating design choices early in the development cycle. For these reasons, we are confident in our ability to deliver a high-quality product without needing extensive support from the teaching team. However, we do anticipate requiring assistance in mastering more advanced JavaFX functionalities to fully exploit its capabilities for our project's needs.

In line with the recommendation for basic prototyping, we have conducted preliminary tests to guarantee that our team members are not only theoretically familiar with Java and JavaFX but also practically proficient in personal projects, past units like FIT2099 and FIT1051 which all of the team members has taken, and other items of interest. These early prototypes have been shared and successfully run on multiple team members' computers, verifying that we can produce a functional executable independent of individual development environments. This step ensures that we will not encounter unexpected technical obstacles in the later sprints, allowing us to focus on refining our product and enhancing its features. Our proactive approach to familiarizing ourselves with our chosen technology stack lays a strong foundation for the successful execution of our project.

Contribution Log (notes, meeting date, tasks)

Meeting 1 - 7/03/2024

Members Present:

- ☑ Guido
- ☑ Andy
- ☑ Timothy
- ☑ Malcolm

Individual Contribution and Tasks Explanation

- Tools to be used for the game (**Malcolm**):
  - Action: Research and finalize the programming tools and languages for game development.
  - Decision: Java was chosen for its robust handling of object-oriented programming.
  - Task: I have set up the initial Java project structure and ensure all team members have access to the repository.

- Game logic (**Timothy**):
  - Action: Outline the game's logic and object-oriented design.
  - Task: To create class diagrams and draft initial classes for the board and players.

- Initial draft of the game (**Guido**)
  - Action: Develop the first draft of the game's user interface and experience.
  - Task: I have collaborated with the illustrators for assets and worked on the initial UI mockups on Figma.
  - Sub-task: Establish a consistent design theme that resonates with the Adobe Flash era aesthetics.

- Delegation of work (**Andy**)
  - Action: Organise the team's workflow and delegate tasks effectively.
  - Task: I have created a project management tool to track progress.
  - Sub-task: I have ensured deadlines are set for each task and assist team members in meeting these deadlines.

Meeting 2 - 9/03/2024

Members Present:

- ☑ Guido
- ☑ Andy
- ☑ Timothy
- ☑ Malcolm

Individual Contribution and Tasks Explanation

- Layout UI management (**Malcolm**)
  - I oversee the overall layout of the user interface for "Fiery Dragon". This involves determining the placement and flow of on-screen elements such as menus, game boards, and informational panels. My role ensures that players can navigate the game intuitively and that the UI provides a seamless experience.
  - Action Items: Develop wireframes for the game's UI layout, create a cohesive color scheme and style guide, and prototype the main navigation flow.

- Chit Card UI management (**Timothy**):
  - Explanation: I am in charge of the UI elements specifically related to the chit cards within Fiery Dragon. My responsibility is to design the cards in a way that is visually appealing and clearly conveys the card's significance to gameplay. This includes the design of the front and back of the cards, the animations for flipping or drawing a card, and ensuring that the card interactions are satisfying for the player.
  - Action: Design detailed card assets, implement card flipping animations, and ensure that the card UI is responsive to player actions.

- Token UI management (**Guido**):
  - Explanation: My focus is on the tokens representing players and other in-game items. For Fiery Dragon, these tokens must be visually distinct and easy to identify at a glance. I need to design tokens that not only fit the game's theme but also have clear visual differences to help players easily distinguish between them. He also needs to consider how these tokens animate and move across the game board.
  - Action Items: Create token designs for each player and item type, animate token movements, and test for clarity at different screen sizes and resolutions.

- Player UI management (**Andy**)
  - Explanation: My responsibility involves managing the player interface elements such as scoreboards, player names, avatars, and any in-game menus specific to player actions. I have to ensure that the player's UI is functional, accessible, and provides all necessary information without cluttering the screen or overwhelming the user.
  - Action Items: Design the player information panel, integrate interactive elements for player actions, and conduct user testing to refine the player interface.
  - For a game like "Fiery Dragons" by HABA games, which is typically designed to appeal to children with simple, engaging, and educational gameplay, it's crucial that each UI component is developed with the target audience in mind. This means using large, readable fonts, bright and contrasting colors for visibility, and clear iconography that can be understood even by those who cannot read fluently. The UI should also be playful and thematic, incorporating dragons and medieval motifs to align with the game's aesthetic.

Meeting 3 - 10/03/2024

Members Present:

- ☑ Guido
- ☑ Andy
- ☑ Timothy
- ☑ Malcolm

Individual Contribution and Tasks Explanation

- Working on the domain model (**Guido & Malcolm**)
  - The domain model is made based on the user story that our team has created and made to describe the structure of a system that involves the core principles of the board game, as stated in the Fiery Dragon game guide and briefing video

given in week 2. The model includes Punishment, Black Pit, Chance, Gambler's Den, Cell, Chit Card, and Game, each representing different aspects of the game's domain.

- Perfecting the UI (**Timothy & Andy**)
    - As we continued to refine our game, "Fiery Dragon", we took on the crucial task of perfecting the User Interface (UI) to enhance player engagement and ensure intuitive gameplay.
        - Timothy focused on the technical aspects of the UI, implementing the frontend code that brought the design to life. His role involved coding the UI elements to be dynamic and responsive, ensuring that the UI adapts to various screen sizes and resolutions without compromising on performance or aesthetic appeal. Timothy also integrated the UI with the backend systems, making sure that the user input is effectively captured and processed by the game's logic.
        - Andy concentrated on the usability and aesthetic aspects of the UI, ensuring that each element is placed thoughtfully on the screen to provide a seamless gaming experience. He worked closely with testers to gather feedback, which was then used to iteratively improve the UI. Andy paid particular attention to the color schemes, typography, and overall layout to make the game not only visually appealing but also accessible to our wide audience range.
    - Together, we ensured that the UI is not just a point of interaction but a bridge between the player and the immersive world of "Fiery Dragon". We have been diligent in applying best practices for UI/UX, making adjustments as necessary, and testing extensively to guarantee that the UI is both intuitive and enjoyable.

Meeting 4 - 17/03/2024

Members Present:

- ☑ Guido
- ☑ Andy
- ☑ Timothy
- ☑ Malcolm

Individual Contribution and Tasks Explanation

- Working on our extensions for the game (**Guido & Malcolm**)
    - We have been collaborating on developing new extensions for "Fiery Dragon" to expand the game’s universe and provide a richer playing experience. This initiative involves brainstorming innovative features that can be introduced as add-ons to the core game, enhancing its replayability, pacing, and depth.
        - Guido has been focusing on the conceptual side, ideating on potential narratives, new characters, and additional game mechanics that align with the lore of "Fiery Dragon". His creative vision ensures that each extension feels like a natural continuation of the original game while introducing exciting new elements to surprise and engage players.
        - Malcolm's role complements Guido's by turning these concepts into technical specifications. He determines the feasibility of integrating new

features with the existing game architecture and lays out a clear development roadmap. He ensures that the technical aspects of the game support the creative ambitions, focusing on scalability and maintainability.
    - Their combined efforts are crucial in keeping "Fiery Dragon" fresh and captivating for our audience. We are committed to delivering extensions that not only add more content but also elevate the overall gaming experience.

- Starting to create the user stories (**Timothy & Andy**)
    - We have begun the important task of creating user stories for "Fiery Dragon". This process is pivotal for understanding the end-user requirements and ensuring that the game development is aligned with player expectations and needs.
        - Timothy is using his technical expertise to articulate how the game's features will function from a player's perspective. He writes user stories that are clear, concise, and technically detailed, ensuring that they accurately represent the player's interactions with the game and what they aim to achieve through those interactions.
        - Andy is leveraging his understanding of the user experience to ensure that each story captures the emotional and entertainment aspects that players seek. He focuses on the flow of the game, how users feel while playing, and what memorable takeaways they might have after the game ends.
    - Together, they are creating a robust backlog of user stories that serve as a foundation for the development sprints. Our collaborative efforts ensure that every feature developed for "Fiery Dragon" is rooted in real user value and contributes to an engaging and enjoyable game.

Meeting 5 - 26/03/2024

Members Present:
- ☑ Guido
- ☑ Andy
- ☑ Timothy
- ☑ Malcolm

Individual Contribution and Tasks Explanation

- Create an explanation document for the game's flow (**Malcolm**)
    - I have taken on the intricate task of documenting the game's flow for "Fiery Dragon". My responsibility is to create a comprehensive guide that outlines the sequence of actions and events that occur from the beginning to the end of the game. This document serves as an invaluable resource for both the development team and new players, providing insight into the game's mechanics and the journey players will undertake.

- Refining the user stories based on the lecturer's input (**Guido & Andy**)
    - We have been revising the user stories for "Fiery Dragon" following constructive feedback from their lecturer. This process is essential to hone the clarity, relevance, and focus of each user story, ensuring they accurately reflect the player's perspective and the educational outcomes of the game.
        - Guido is utilizing his detailed knowledge of the game's mechanics and narrative to ensure that the stories are engaging and true to the game's

vision. He ensures that each user story embodies a compelling feature or function that players will interact with, making the stories an effective blueprint for development.
    - Andy applies his skills in user experience design to refine the stories for intuitiveness and accessibility. His role is to translate the lecturer's input into actionable insights, ensuring that the user stories not only guide the development process but also lead to a user-friendly and satisfying product.
  - Their combined efforts are critical in shaping a set of well-defined user stories that act as a guiding star for the development team, ensuring the final game is both enjoyable and meets educational objectives.

- Refactor the UI based on the extensions we have created (**Timothy**)
  - With the development of new extensions for Fiery Dragons, I have been tasked with refactoring the UI to integrate these additions smoothly. My role involves updating and enhancing the UI components to accommodate new features, ensuring that the interface remains coherent and user-friendly despite the introduction of new content.
  - My approach to refactoring is methodical and detail-oriented, focusing on maintaining a consistent style and usability standard throughout the game. He works closely with the game design and development teams to ensure that the UI changes are in sync with the game's mechanics and narrative additions.
  - My work is crucial for a seamless player experience, as the extensions must feel like a natural part of the game rather than disjointed add-ons. By refactoring the UI, I ensure that new features are easily navigable and aesthetically pleasing, and enhance the overall gameplay without overwhelming the players.

Contributor Analytics (keep in mind that this might differ from the actual log and analytics over Gitlab, so do check over that section for the latest ones):