

# Project Milestone 2: Alpha Version

## Assignment No. 2

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For the alpha presentation of our project GameWorld, we have assessed the status of our project. Here is our result:

### **Goal review**

As per the proposal, the initial goal of the website remains unchanged. Nevertheless, we've decided to streamline the amount of content that we intended to implement –because of time constraints.

### **New issues**

For the most part everything that was implemented is working without bugs. However, visually, it's not pixel perfect and the color palette might need some adjustments. We are also having issues implementing the registration form and making it work seamlessly. It's harder than we expected, due the fact that we have not yet decided upon the means to store the users' information. We foresee that it will be finished by the beta version.

### **Evaluation of current features**

As we mentioned above, we are quite satisfied with our current features. As the need arises, other features might be implemented. It's a Graphical User Interface class after all, let's experiment with our skills!

### **Future implementations**

The next big features we want to implement are the forum and the "live update". We've also wanted to implement an: "attach error message" feature to our support page; which would be available only to registered users. This would be a fun learning experience for us.

**Contingency plans**

Concerning the registration form, we originally intended to use a secure combination of MySQL database + PHP in order to store and retrieve the user's information. If at some point during the development of this feature, we realize that given the time allotted it would become too challenging; we might choose to spoof registered users, by storing and retrieving the information from a plain text file.

**Delivery schedule**

The development of GameWorld is slightly behind schedule due to the fact that certain features took longer to release than expected. The schedule will be adjusted to reflect a more realistic timeline.

**The need for new resources**

So far all the resources available at our disposal have been perfect for the job. Therefore the need for new resources is minimal.

**Scrapping and final look and feel**

We originally intended to implement a repair service and a market. Unfortunately, given the size of the team and the time available; the magnitude of the project would have become too vast. Therefore, we've decided to potentially scrap these features.

Concerning the final look and feel, it's pretty much set in stone, though some minor adjustments might be performed.

**Final words**

Developing GameWorld is so far a great learning experience. We have benefited from that in various ways. We have learned how to use Github which is absolutely amazing. It is also a great way to coordinate and work as a team -which brought us one step closer to using our skills in a real life setting. We can confidently say that the development is in good standing.