

IT-SEP4C-S18 – Serious Game

Process report

# The Frangovers

## 

## Karolina Beliharova

## Marek Löwy

## (253810)

## (253652)

# Supervisors

## Kasper Knop Rasmussen

## Jakob Knop Rasmussen

Obsah

[Group Policy 3](#_Toc514748774)

[Introduction 4](#_Toc514748775)

[Group description 5](#_Toc514748776)

[Project initiation 6](#_Toc514748777)

[Project description 7](#_Toc514748778)

[Project execution 8](#_Toc514748779)

[Personal reflections 9](#_Toc514748780)

[Karolina 9](#_Toc514748781)

[Marek 10](#_Toc514748782)

[Supervision 11](#_Toc514748783)

[Conclusions 12](#_Toc514748784)

# Group Policy

This is the group contract between members Karolina Beliharova and Marek Lowy for their 4th semester project. All statements in this contract are filled, signed and agreed on as a team.

Communication

When the group member does not understand a concept or solution he will ask another group member for help. Group member must communicate with others about any concerns regarding to group work. Each member of the group will be active in all aspects.

Meetings

The meetings will be held either at the university or at one of the group members’ home. The place depends on the agreement from previous session. The time of the meeting will be set during the previous session too. The changes can be made only if the new time and place of the meeting will be announced at least few hours before the meeting. The meeting will be held with specific task in mind.

Deadlines

Each member will work on group task collaboratively and on what he is allotted to do and must respect deadlines. If any member of group is struggling with any task he must say it to the rest of the group. If somebody does not work on the tasks repeatedly, the penalty decided by group members will be given.

The absence

The absence during the meetings will be excused only with the reasonable explanation such as health issues, personal problems, etc. Continuous absence will be discussed in the group and supervisors and the possible consequences are: a member will get yellow card; a member will get red card and therefore will be withdrawn from the group with notifying the supervisors.

# Introduction

The purpose of this project is to develop an application that will help people with training their short-term memory. It should do this in a form that is both entertaining and appealing to young people.

# Group description

# Project initiation

# Project description

# Project execution

# Personal reflections

## Karolina

## Marek

# Supervision

## Supervisor meeting 22/05/2018

Documentation, design, idea of the game

# Conclusions