

IT-SEP4C-S18 – Serious Game

Process report

# The Frangovers

## 

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# 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and the possible consequences are: a member will get yellow card; a member will get red card and therefore will be withdrawn from the group with notifying the supervisors.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 a game that will help people with training their memory. It should do this in a form that is both entertaining and appealing to young people. The project has been developed by a group of young people interested in games with help of experienced supervisors and on requirement of Ensight Games company. Our group, called The Frangovers, we have worked on this project 20 days almost every day and the time of meetings have been agreed on always one day before. The process of the game has been going well without any troubles.

# Group description

Our group consists of two members, Marek and Karolina. We have decided to work together since we have worked on several projects together already, and we feel like we are compatible together and our strengths complete each other. Marek is great at complex task planning and has a good idea of what is going on, while Karolina boosts overall mood and brings energy with her. Marek is good at programming but sometimes lacks attention to details and aesthetics, for which Karolina has no blind spots. Karolina is great at level designing and ideating, while Marek can always come up with pros and cons for the argument. Marek is also skilled in different frameworks than Karolina, which makes splitting tasks between each other much easier. Our combined skills result in balanced workflow, with both design and effectivity in mind. Our friendship makes teamwork also very easy. Having known each other for two years now, we both know other one's full skill set, which makes evaluating tasks and ability to solve problems easy. Since both Czech and Slovak languages are almost same, we have language advantage in a way that we solve arguments fast, without a need to explain ourselves too much. We are both very optimistic, openminded people, which helps us sustain good group atmosphere. We have also very similar interests, which helps us with time planning; we spend some of our free time together, during which we can discuss project matters without any problems. Having this good of a compatibility boosts our motivation and confidence even more. We know that we can openly discuss any issue without worrying about offending each other. We are both honest and straightforward people, so being able to discuss openly is important for our group work.

# Project initiation

BUSSINES CASE AND STAKEHOLDERS

Ensight Games asked us to develop a serious game for memorization training. We have decided to focus on young people in this project and make a serious game which will make memory training fun to do, while still being effective. Since young people don’t find traditional memory training funny, we will make a game in which they have to explore labyrinths and find their way around. In those labyrinths, they will encounter several tasks they have to solve in order to progress to next level. Those tasks will the memory training part of the game.

PROJECT ORGANIZATION

Our team will consist of two members, Marek and Karolina. We will use SCRUM framework to organize our time during the project. Marek will be the SCRUM master, since he already has experience in being one, and Karolina will be the product owner because she is great at planning and seeing small details which we might not see otherwise.

PROJECT RISKS

There are several risks during this project. One of them is timescale, we will have 20 days to finish a game which might not be enough. Another risk is work, some team members might have less time to attend meetings due having to go to work. We were also asked to make the game for both PC and mobile devices. We have never done mobile game, which could potentially make the project harder than it seems now.

TIMESCALE

We will make this project in 20 days. Those 20 days will be split into 6 three-day long sprints, with 2 days left for beginning planning and finishing touches.

KEY DELIVERABLES

We will deliver a serious game focused on memory training. This game will be made using Unity 5. The game will run on both PC and mobile platform.

# [[1]](#footnote-1)Project description

DEFINITION OF PURPOSE

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.

PROBLEM STATEMENT

We want young people to have fun in their free time while still getting some benefits in terms of short-term memory improvement.

Today, young people see memory training exercises as boring and unattractive. We need to find a way to change this. We need to find something that will help them train their short-term memory in a fun way. We need to make this solution available for them at almost any time, whether they are home, or bored outside. We need to make this solution appealing to them, while keeping it effective.

DELIMITATION

This solution can be used by only one person at the time. The solution will be made only on computer and mobile devices. The solution won’t necessarily improve long-term memory.

# Project execution

Burndownchart

Backlog

# Personal reflections

## Karolina

## Marek

# Supervision

Throughout the project period, we had 2 meetings with our supervisors - Kasper and Jakob, one meeting with another supervisor - Mona. One meeting was necessary at the beginning since we needed to deeply understand the case and consult our ideas.

In the period of working, we needed to schedule the meeting with supervisors again. We had a lot of questions about our system and documentation as well.

At every meeting, the supervisors were willing to help and give us useful advice for every task. The supervisors were not available all the time, but we could easily communicate with them via email since they responded immediately.

SUPERVISOR MEETING 22/05/2018

The purpose of this meeting was to get feedback on our idea for the game. We received recommendation and opinions about our Analysis part mainly Use Case Diagram and Use Case Descriptions. After this meeting with our supervisors, we were able to start with Design part and start implementing the system.

SUPERVISOR MEETING 31/05/2018

The supervisor gave us advice about format and structure of our documentation. Consultation of Design part and testing. We obtained information how to deal with problems in our documentation.

SUPERVISOR MEETING 06/06/2018

The last meeting with supervisors was basically about presenting our game, talking about problems and implementation. We got some advice what we should improve next time.

# Conclusions

1. For Project Description see Appendix B in Project Report [↑](#footnote-ref-1)