ZSL Project Backlog

Group Details

Group Name: Ducks and Bucks

Group Members: Luke Shead, Joe Williams, Sam Dearing, Matthew Sides, Luke Bruni

Project Definition

Create an app for ZSL that teaches students how greenhouse gases are produced and how they affect certain habitats. Students will be required, at the end of the session, to create a pledge of how they can reduce their greenhouse footprint.

Project Specification

ZSL has given us the task of creating a web based application for children aged 11-16 which will be used in their climate change sessions. The purpose of the app is to teach students how greenhouse gases are produced and the effects they have of habitats and show them what they/society can do to reduce the levels of greenhouse gases. The app will need to include 4 habitats with their own greenhouse chain that will be displayed to the user: Artic (Plastic Bottles), British Wildlife(Beef), Ocean (Leaving electronics on standby/oil rigging), rainforest (Mobile phones). At the end of the app students will need to create ‘pledges’ of how they will reduce their greenhouse footprint.

Schedule

Monday 2nd-Sunday 8th: Create Idea for project

Monday 9th- Sunday 15th: Create Pitch for project

Monday 16th October: First Review

Monday 16th- Sunday 29th: Develop demo for app and design product design document

Monday 30th October: Second Review

Tuesday 7th November: Final Presentation

Monday 2nd- 8th

We first started with a 1 hour sprint to put our ideas together, we began brainstorming ideas of what the main gameplay of the game would be. We decided to go with an item finding game where the user would have to find certain items in environments, which would give the user information based on each item (how greenhouse gases are created by the item etc.). We also decided on a main menu where the user would be able to decide which environment they would be using (this would depend on the environment table they are at in the ZSL session). We then spent the rest of the week fine tuning this idea and creating concepts of how the app interface would look. In our second sprint on the 5th we then decided on the aesthetic of the app, we decided upon using a comic book style as we felt that would be appealing for the children using the app.

Tasks for 9th-15th

* design App pitch presentation (Luke)
* Create storyboard of app (Joe and Matthew)
* Start Product Backlog and design flow chart(Sam)
* Design concept art (Luke)

Monday 16th sprint 1

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| --- | --- | --- | --- |
| Task | Group Member | Time Allocated | Completed? |
| Provide a project specification supported with a definition of the problem | Sam | 45 minutes | Yes |
| Plan and research your App Game Genre, theme, style, Play and Mechanics | Joe | 45 minutes | Yes |
| Add to mock ups for the games overall story board | Matthew | 45 minutes | Yes |
| Create mock ups for your games UI | Luke Bruni | 45 minutes | Yes |
| Create a full list of features and how it relates to clients requirements | Luke Shead | 45 minutes | Yes |
| Compile, create and practise concept pitch | Whole Group | 1 hour | Yes |

Monday 16th Sprint 2

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| --- | --- | --- | --- |
| Task | Group Member | Time Allocated | Completed? |
| Identify project outcomes using a GANTT chart | Joe and Matthew | 30 mins | Yes |
| Add possible contingency options against risk, time, technology etc. to overall plan | Luke Shead | 30 mins | Yes |
| Create a full set of user stories | Luke Bruni | 30 mins | Yes |
| Use stories to add to the backlog | Sam | 30 mins | Yes |
| Create this week’s sprint backlog | Sam | 30 mins | Yes |

This week’s sprints first started with our group meeting and discussing what we had achieved before the first week, Luke Shead had created the pitch presentation, Joe and Matthew had created some storyboards of how the app would function, Luke Bruni had created some concept art of the main menu and the artic habitat background and Sam had started the backlog of the previous sprints we had completed. Once we had confirmed that the tasks from last week were complete, we then assigned each other tasks that we needed to complete within a 45 minute timeframe (See in table sprint 1). This sprint was focused on our pitch and adding details to certain parts of our pitch, for example we needed to add more details to our storyboard to include the part where the students would give their pledges. Once we had completed the tasks we took an hour break then moved onto our second sprint. This sprint was more focused on how we would manage our project (see in table sprint 2); a way we are doing this is by creating user stories, so we have clear simple tasks that we can complete in our sprints.

30th October-7th November

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| --- | --- | --- | --- |
| Task | Group Member | Time Allocated | Completed |
| Complete Drag-and-drop chain sections of the app | Joe and Luke Shead | 5 days | yes |
| Complete student pledges part of app | Sam | 5 days | yes |
| Continue creating animations for the greenhouse gas chains | Matthew | 5 days | yes |
| Continue creating assets to be used in game | Luke Bruni | 5 days | yes |
| Test all aspects of the app | All members | 5 days | yes |
| Continue Project Documentation | Sam | 5 days | yes |
| Combine all sections of the app, when all sections are done | All members | 2 hours | yes |