CS 442 - Final Report Summary - Zombie Dash
Group 1: Michal Fitrzyk, Timothy Jang, Timothy Villaraza, Brian Yu

Project Overview

The project overview described the genre and game play style of the project that we have developed for the past few months. This section also discussed about what to expect from the game by describing what the player is able to do in the game.

Project Domain

This section talks about how the application will be mainly focused on the PC platform due to being more accessible to a larger variety of people compared to video game consoles. This includes laptops and desktops. The section also discussed about the potential of making the application accessible in in mobiles devices like phones and tablets.

Relationship to Other Documents

This section mainly focuses on referencing documents used during the development of the project. Untilizing documents for the UML and process of software engineering aspects of the project. The section also references the previous group this project was based on.

Naming Conventions and Definitions

This section defines the keys terms used in the documentation of this project. The section also mentions what UML diagram was used for this portion of the project as well.

First Release

The section mainly focuses on the player aspect of the first release. Discussing about how the most of the player functionalities were created one the first release and was almost fully functional. The section also talks about the draw backs of the first release, mainly focusing on the issues with the map collision with the player.

Second Release

This section discusses about the second release and how the main focus was regarding the functioncalities of the zombies in the application. The section also discusses about the improvements made to the player, fixes made to the collision of the map, extra details made to the map, and the implementation of music for the application.

Third Release

For this section, it discusses the third release and how the game performs has intended. This included having the collisions fixed for both the zombies, player, and the map. The section also talks about the implemented level system to the application, new skins, and extra features added to the player and menu.

Comparison with Original Project Design Document

This section of the document mainly focuses on comparing the current project to the previous project made by a different group.

Items to be Tested

This section gives a list of items that the developers had to test in order for a functional application.

Test Specifications

This section goes into great detail about the testing process for the items that needed to be tested based on the previous section. This included what needed to be tested, how to test it, and how to determine whether or not the test passed/met its requirements.

Test Results

This section goes through each test result for each item. It checks the date it was tested, who tested it, and whether or not it passes. It also compared the expected and actual results of the test.

Regression Testing

For this section it discussed how multiple tests had to be repeated to make sure the application worked fine after more features/fixes were added to the application at different points in time.

Items to be Inspected

The section only lists the item that need to be inspected.

Inspection Procedures

This section discussed about how the group functioned during the inspection process of the application suchas what they did and didn't do. The section also discussed about what the group did after the inspection process.

Inspection Results

The section mainly goes through what the group results were at the end of the inspection for each item that was tested in the previous sections. This section also contained information on who inspected the item and when it was inspected.

Open Issues

This section discusses about the issues that were still recurring despite the many patches made in the application. These issues were mainly related to the collisions due to it affecting gameplay in a negative way despite it working.

Waiting Room

The section goes over ideas that were planned to be added to the game but unable to due to the lack of time and resources. The section also goes through planned future updates that can be added to the application if the project were to continue. These future updates included extra features to extra special characters.

Ideas for Solutions

There are multiple solutions that we came up with for some potential problems that can occur. This includes game updates, an autosave or level select functionality mechanic, and additional gameplay features, all of which can be created or done to enhance the player experience.

Project Retrospective

For the parts of the project that went well, we found that our group had great synergy working together as a team, being actively communicating and involved with project development and had better production. For parts that did not go well, these were primarily due to time constraints from other courses taking additional time and due to some other unforeseen circumstances by one of our group members.

Techniques and Methodologies

The techniques and methodologies that we used for developing the game include pair programming, planning poker, and the Pomodoro Technique. We also incorporated many XP values such as respect, communication, and feedback for our project.

Tools Employed

This section describes the tools that we used for developing the game. This includes Unity done in C# using the Visual Studio IDE, Github and Github desktop, and Jira.