

SWE20001 – Development Project 1: Tools and Practices

Pass Task <3>

Duy Phuong Nguyen (101204984)

Lab: Friday 2:30pm

Tutor: Huai Liu

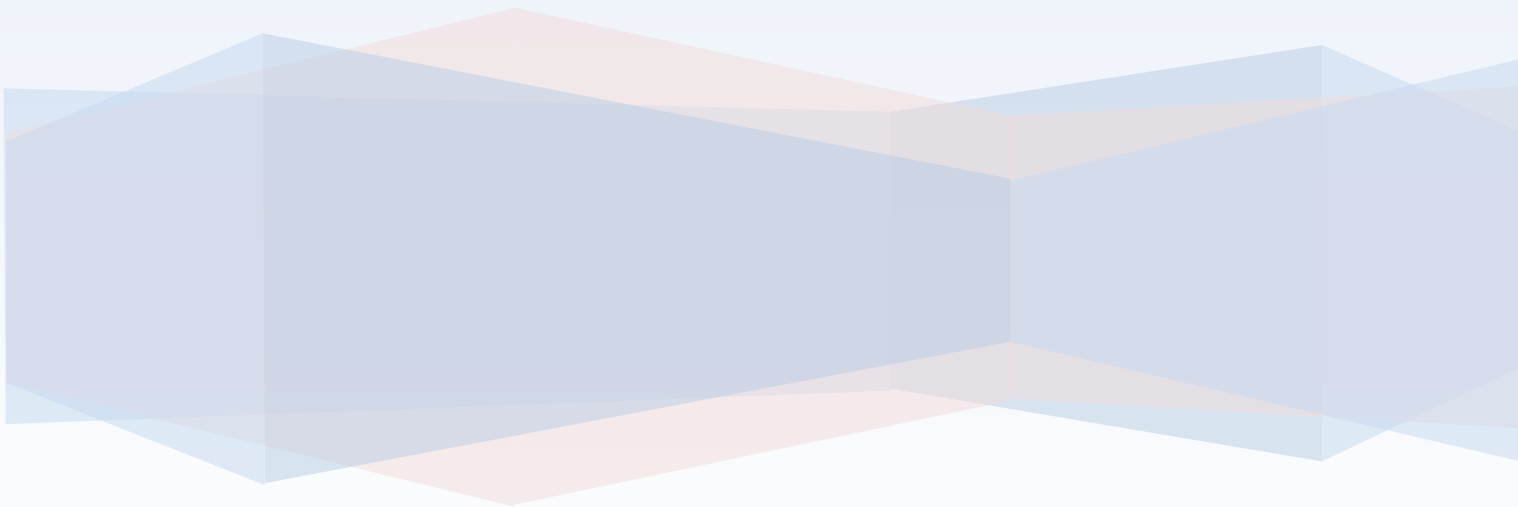
Team number: 3

Henry Tran 102075482

Edward Knight 102700043

Duy Phuong Nguyen 101204984

Christian Ilott 102169762



This report summarises my contributions to the teamwork in Week <3> as well as the tasks I have performed during this week:

Week 3: Submission details and assessment criteria

1. As the team leader of group 3 this week. I create a project on GitHub and invited all our group members: Henry and Edward.

The screenshot shows the GitHub repository settings for 'battleship-lab03'. The 'Settings' tab is selected. On the left sidebar, 'Manage access' is highlighted. The main content area is titled 'Who has access' and shows two sections: 'PUBLIC REPOSITORY' (indicating the repository is public) and 'DIRECT ACCESS' (showing 2 collaborators). Below this is the 'Manage access' section, which includes a search bar 'Find a collaborator...' and a list of collaborators: 'Henry324' and 'kni0002', both with 'Collaborator' roles. A green button 'Invite a collaborator' is visible in the top right of the 'Manage access' section.

2. I created new pages using “Add a custom sidebar” method on the GitHub. There are 6 required pages: Team and Title details, Overview of the gameplay, Game Screen and Flow, User Interface, Assets

The screenshot shows the GitHub repository 'battleship-lab03' with the 'Wiki' tab selected. The 'Create new page' interface is displayed. At the top, there is a text input field with the placeholder 'New page'. Below this, there are tabs for 'Write' and 'Preview'. The 'Write' tab is active, showing a rich text editor with various formatting options (bold, italic, code, list, link, image, quote, table) and a 'Markdown' edit mode dropdown. The editor area is currently empty.

3. Homepage and required pages are created

Home

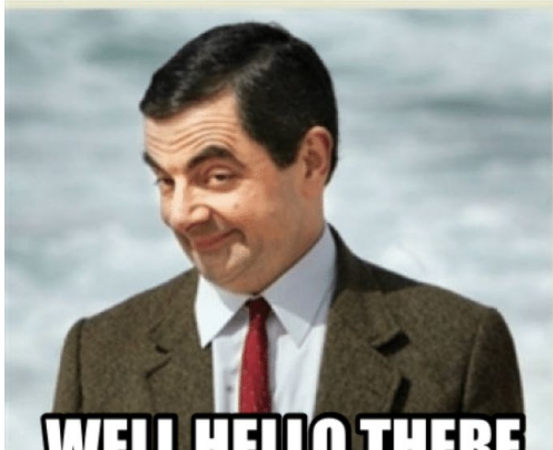
mngduyphuong edited this page 3 days ago · 10 revisions

Edit New Page

Welcome to group3's battleship wiki!!

This is a wiki for lab 3 for group 3 in DP1.

Tutorial time: Friday 12:30 - 14:30



▼ Pages 7

Find a Page...

- Home
- 1. Team and Title Details
- 2. Overview of the gameplay
- 3. Game screens and flow
- 4. User Interface
- 5. Gameplay
- 6. Assets

+ Add a custom sidebar

Clone this wiki locally

<https://github.com/mngduyphuong>


4. One of our team members is not coming this week so as the leader, I decided the task of this week is divided between 3 members: Duy Phuong, Henry, Edward.
- Duy Phuong: team leader, part 1 and part 4.
 - Henry: part 2, part 5 and part 6.
 - Edward: he has the hardest part which is part 5 "Game screens and flow". This one requires some designing skills.

1:08 PM

- 1. Team and Title Details**
Note who is in your team and the title of the game.
- 2. Overview of the gameplay**
A very short description of the story, target platform, visual style and audio style.
- 3. Game screens and flow**
Show the basic screens of the game and how a player can get between each. For example, show the intro/splash screen, main menu, options, in-game, high-score, closing credits, etc.
- 4. User Interface**
For any of the screens you have noted, describe the details. Be particular for the in- game interaction the player does.
- 5. Gameplay**
Describe the mechanic or rules of the game. For example, what is the result of a player move, what is a legal move, and so on.
- 6. Assets**
List (no need for graphics in this basic document) what assets, in this case images and audio files are needed.

@kni0002 are you there?


do you want to do part 3?

 kni0002 Last Friday at 1:14 PM

ok


designing menus, not too bad for me

- Then we use Disscord app which is created by Henry to voice chat and discuss about game details, gameplay, features, e.t.c . Every team member contributes their ideas, images.

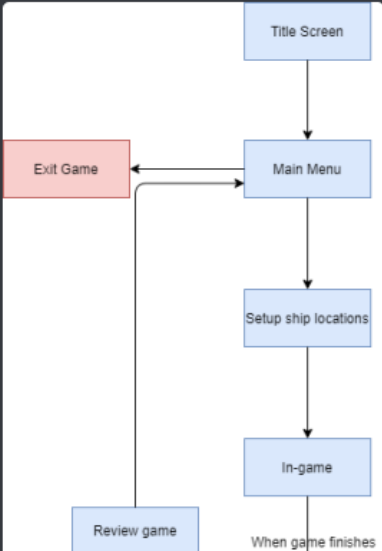


MngDuyPhuong
Last Friday at 1:32 PM

- As a team, **review** the game design document template details above and understand what you need in each section.
Tip: See gamesutra article or other online resources.
- Discuss the **details** needed for the game. (Don't take too long on this as it is not the point of the task!)
- Your team will then need to plan what document sections are needed, and **divide** the content between team members to complete.
- Create a GitHub **project** and add in all the team members.
- Create a starting **wiki** page. See the online help for details.
- Each team member will then help to create the design document **content** using a GitHub wiki.
- When you have the overall sections done and everyone has contributed some content, **stop**. The document does not need to be perfect for this task!



kni0002
Last Friday at 1:34 PM



```

graph TD
    TitleScreen[Title Screen] --> MainMenu[Main Menu]
    MainMenu --> ExitGame[Exit Game]
    ExitGame --> MainMenu
    MainMenu --> SetupShipLocations[Setup ship locations]
    SetupShipLocations --> InGame[In-game]
    InGame -- "When game finishes" --> ReviewGame[Review game]
    ReviewGame --> MainMenu
  
```







- I edited the footer with our team basic information and the name of our project.

Editing _Footer

Page History New Page Delete Page

_Footer

Write Preview

h1 h2 h3   B i <>     ? Edit mode: Markdown

Group3's battleship wiki

 Henry Tran | Edward Knight | Duy Phuong Nguyen | Christian Ilott

7. I completed the part 1 which is Team and title details

1. Team and Title Details

mngduyphuong edited this page yesterday · 1 revision

SWE20001-Development Project 1 - Tools and Practices-H1

Hi everyone, we are group 3 and there are 4 people in this group: Henry, Edward, Phuong and Christian.

- Henry Tran 102075482
- Edward Knight 102700043
- Duy Phuong Nguyen 101204984
- Christian Ilott 102169762

8. After waiting Edward to finish his part, I adding some information in “User Interface” page.

4. User Interface

mngduyphuong edited this page 3 hours ago · 1 revision

Title Screen

The game will start with title screen

User can click anywhere on the screen to jump to the main menu

Main menu

The next interface is Menu. There are 4 elements in this menu:

- Play: playing your game with AI.
- Multiplayer: playing with your friends on the same device or with the internet connection.
- Settings: change your game's settings, such as game music, volume, resolutions, e.t.c
- Quit: Exit the game.

Setting

You can change your volume or resolution.

GitHub URL: <https://github.com/mngduyphuong/battleship-lab03/wiki>