Lessons Learned Document

# GENERAL INFORMATION

Project Name: 2-D interactive game Project Number: PR232399

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## Project Execution, Monitoring and CONTROL

Project Goals Achieved

* The game is based on animated, monochrome, 2-D graphics.
* The game is interactive, with near-instant (“real time”) feedback to user input events.
* Both 1-player and 2-player versions must be specified.
* The game includes sound effects and music.
* Basic game play involves user input from the keyboard. Optionally, mouse input may also be used for some user input during game play.
* The core game-play rules and graphics are kept simple.

Project Management Processes

Within this project we utilized an agile, test-driven development approach to ensure a streamlined project management process that could be completed within a brief period of time. This style was successful when paired with planning and tracking of progress through the Microsoft project platform. By keeping our development timeline scaled short with project sprints we were able to complete the necessary stages at or before their relative estimated completion dates. The project plan mirrored our implementation closely until near the end of the project where some stages could be completed simultaneously so we were able to modularize the work. This kept worktime low thus reducing overall costs, further use of scripting languages helped to minimize manual calculation and labor time for some image processing procedures. As we developed the game the project specification needed to be amended with updated design and layout as we granularized the project scope to meet our needs.

Project Management Risks

This project exposed risks that affected performance variances due to a multitude of factors. The outcomes of some of these risks could have been mitigated though better risk response planning to address the current environment more adequately. Three key risks that affected the team the most were time constraints, health issues and work commitments. We adequately addressed most of these issues, but some were an unplanned risk. Outside of the project events exacerbated issues that were internal to the project such as global health concerns and possible large-scale conflicts. This increases the likelihood of communication glitches and other forms of information loss due to not being able to communicate in person for some parts of the project. Overall, the team dynamic performed strong with positive results that met the initial goals we set for ourselves.