

## **Biography**

Jeremy Johnston:

I was born in Burlington, ON and lived there until moving to Toronto to come to the University of Toronto. I am currently a third year computer science specialist. I have mainly taken computer science classes throughout my time here including CSC300, CSC324, and CSC343. The electives I enjoyed were astronomy, economics, and environmental science. I hope to get an internship somewhere for the summer or year rather through PEY or some other method. The past few summer I've had a part time job working at a marina and restaurant. This is my first class where I've had a long term project that is worked on for the entire semester so I hope to gain a lot of experience from it.

## **Release & Iteration Planning**

The features we are planning on releasing in the first release are having the front page of our website, along with a functional prototype of the stacking game. We also hope to have a login feature, coupled with a login page. For the first iteration, we hope to have the main page of the website up and running with a possible server for the login details of the users. Since the game is the hardest part, we do not expect to have it done within the first week.

Postponed features include different puzzles for the game ranging in difficulties and languages, a progress tracking feature, social media links, and leaderboards. Our main reason for postponing these features is because they are not needed for our MVP. For our first release, we only really need the game and web pages. Being realistic in our time frame, having a basic working copy of the game along with the website should keep us plenty occupied. If we happen to get more time, having different puzzles would be the first of the postponed features that will be worked on.