

1.1.7: SOFTWARE DESIGN PROCESS - MYKYTA KOMARNYTSKYI, JACOB CUNNINGHAM, CHRISTIAN LEON, LIAM GOLLY

Monday, October 9, 2017 1:05 PM

Programmers often get in large groups to collaborate more effectively and get bigger projects done quicker. This is called agile scrum.

AGILE SCRUM:

The collaboration of developers to create a piece of software by collaborating and iterating the idea as the software is developed further.

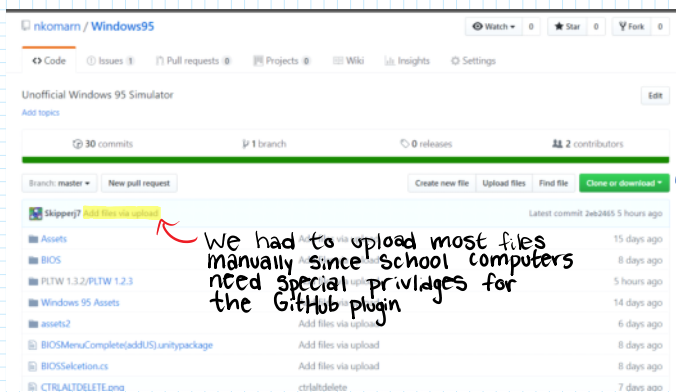


ISSUES WE ENCOUNTERED/HOW WE FIXED THEM

- Layering Issues: We couldn't get all the images be in the correct order
 - Fixed by using 3D editor to change Z-values of all the objects
- Countdown Timer: Timings were not working in Unity
 - Quick trip to Unity Forums and a bit of arguing with my partner solved the issue

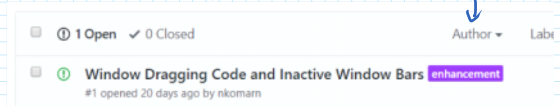
PROJECT MANAGEMENT SYSTEM

In order to create a good system for project management, we used GitHub for Unity to share all the files with our team. This helped us keep track of our project and make sure everyone was doing their part.



In a team, it is necessary to have a central place for all the code so that things are getting done on time.

Issues Help keep the team on track



REFLECTION OF WORKING IN A TEAM

While working in a big team helps get things done, it was a bit difficult for our group to all have a thing to work on; some people had absolutely no job and others just messed around. If a team is aiming to be successful, all of the members must have something to do and communicate with others to see how progress is coming along.

THE FINAL APPLICATION IS ATTACHED AS A REVISION

Using Discord to communicate was ineffective and generally the platform went unused, causing the project to take 3 times as long to complete.