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Lacie, Katie, and Odalys all want to create a project that is relatively easy to complete and lives in the game/art/music realm. We were all pretty neutral with what project we were working on, so we decided to try and find something in common between the three of us. We are all relatively fashionable people, so we started playing with the idea of making a dress up python game. One idea was to create a character and have the player create an outfit for the character. Another idea was to have the player take a picture of their full body, and overlay clothes the player would like to order online so that the player could see what it might look like on them. We decided to go with the dress up a character option. To avoid any accidental racial biases, we want our character to be a randomly generated alien. The random aspects would be things like the color of the body and what facial features the alien has. The MVP for this project will be a randomly generated alien character with different libraries of clothes that the player can choose from. One stretch goal is the player being able to customize the alien's features instead of them being randomly generated. The more comfortable we are with that, the more features we will make available for customization. Another stretch goal is to improve the overall look and feel of the game by making it really clean and as bug free as possible.

In order to reach our stretch goals, we are set on working together most of the time and then branching off as we get closer to Thanksgiving break. We are going to make maximum use of each other's knowledge because most of us are mech-E's, and this means pair programming with frequent team check-ins. For now, most class periods are work time for us and any outside work time is yet to be scheduled.

Lacie's learning goals for the final project are to feel confident explaining the whole program, even if she doesn't write all of it.

Katie's learning goals for the final project are to be able to write clean and readable code, and be able to effectively communicate about code.

Odalys's learning goals for the final project are to keep building on her existing python knowledge and force herself to comment the code.

Some of our shared learning goals include making something cool within the scope of our capabilities and schedules and learning how to effectively code in a collaborative way.

In terms of planning for implementation, we do not yet have a very specific plan. As far as libraries, we know we want to use Pygame because it has useful tools that can streamline the interactivity of the project. Thinking about classes, we assume we will have a class for clothing, with each type of clothing being a subclass, and additional classes for the other objects in the game. We know that some of the interactivity will be in the form of buttons for functions like 'reset' and opening different sections of clothes, but we will have to learn about creating buttons out of irregularly shaped areas.

Some big things that could prevent the success of this project include not having commented/easy to understand code that makes it more difficult to work separately. We also could accidentally push over someone's work if we are not communicating well. To prevent any of this from happening we work together whenever possible and communicate whenever we are working on it alone. We will also comment the code in a way that makes it easy to understand if you haven't written it. Since we have decided to make our character an alien, we do not think there are any ethical risks associated with this project. There's always the risk that an internet troll will download the program and make it something offensive, but we will try to make the alien as neutral as possible in how it looks.

In future classes we would be interested in learning more about interactivity with many objects at a time, and potentially about making our game a webapp instead of it existing only on our computers.

Week	Objective
Week 1: 11/1-11/8	Complete proposal and architectural review. Determine which libraries are applicable for the project.
Week 2: 11/8-11/15	Coding, building clothing libraries, character classes, and making nice GUI
Week 3: 11/15-11/22	Make project website
Week 4: 12/2-12/9	Continue polishing code, create session video and poster
Week 5: 12/9-12/11	Demo Session Video and Poster due Code due