



THE PROGRAMMING DEAD BY:



TEAM

Project Manager :

Parth Vyas

Analyst :

Josh Fontaine

Programmer :

Ryan Huber

Media Manager :

Shyam Bhalodia

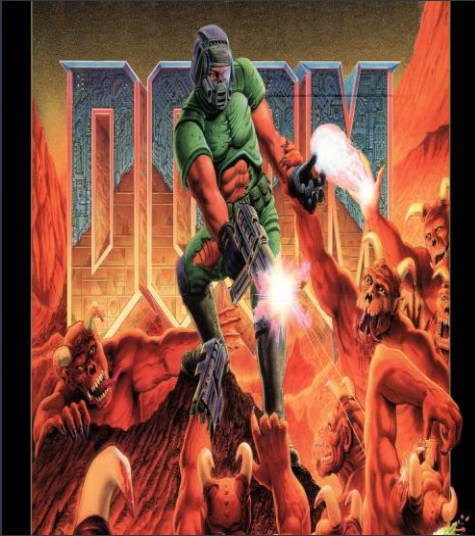


OUR GAME



The Programming Dead is a top down shooter game that involves the user having to fight off zombies in order to increase user score and advance through the game. Users must also stay alive by not being touched by a zombie. Any contact from a zombie will result in player death.

GAME INSPIRATION

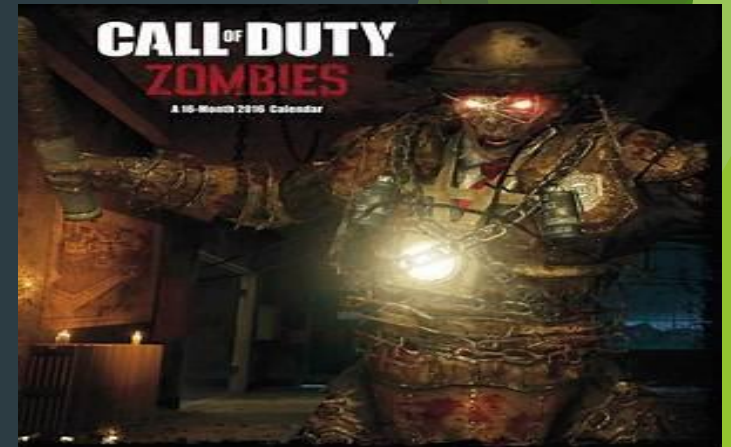


Choosing our Game:

We all discussed various ideas for the game, but made sure to put extra consideration into our lead programmers thoughts. As he would be doing the majority of the coding. After discussing, our group along with our lead programmer liked the idea of a zombie shooter game.

Outside Inspiration:

We decided it would be cool idea to blend a classic arcade style shooter game with a “Doom” style game. While also incorporating different concepts from Call of Duty games.



Challenges

1. Source Control
2. No experience with project management or Game Maker 2
3. Project Estimation and schedule
4. Game Designing
5. Project data sharing and documentation
6. Time tracking



Achievements

1. Project Completion
2. Team worked cohesively
3. QA issues were tracked and were addressed based on time constraint
4. Manage to share the code with - out using a source control
5. Learnt and successfully conducted project based on new technology



Smooth Sailing

1. Very little Conflict
2. Shared team vision for the project
3. Team member helping team member
4. Productive team meetings

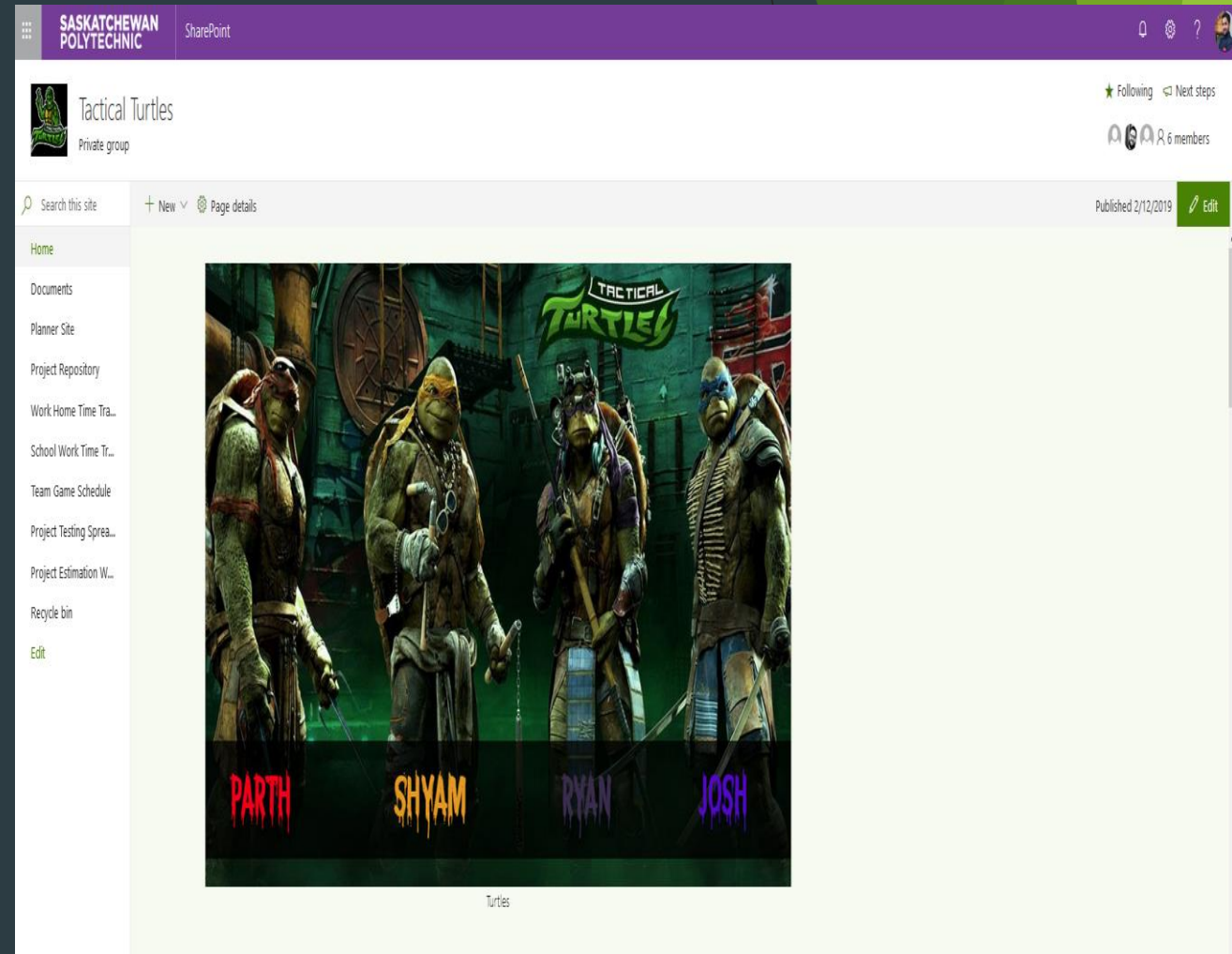


Project Management

1. Project Management using SharePoint Team Site
2. Documents and assets sharing
3. Online Excel spreadsheet for time management, QA issues and project schedule

SharePoint Website:

<https://saskpolytech.sharepoint.com/sites/COMP214>



Things We can Do better...

1. Technical:

1. Use of better source control

(Used two different source controls i.e. Bit Bucket + Git bash or GitHub local client + GitHub repo)

2. Programmatically creating timer for countdown instead of using built-in alarm event

(Alarms used in spawning the power-ups could be better handled by customizable timer)

2. Non - Technical:

1. Use of Digital Binder

2. Use of more original assets on the project

(If additional time was permitted, team can produce more original assets needed on the project)

3. Schedule more team building activities, to build more team spirit among the team members

(Due to time constraint, team was only able to schedule one event, wish we could have scheduled more)

What we are proud of...



Project Manager - Parth Vyas
“I am proud of our project SharePoint site.”

Analyst - Josh Fontaine
“I am proud of my Time Management skills.”



Programmer - Ryan Huber
“I am proud of the entire process of how the game evolved to the finished product.”

Media Manager/Programmer - Shyam Bhalodia
“I am proud of working as Media Manager as well as Programmer for the project.”



Recommendations



Define Project Needs

- Complete understanding of individual roles

Define Project Scope

- Think through on the scope of your project

Game Design

- Discuss with every team member on their expectation of the game

Recommendations



Project Estimation

- Give an additional buffer time for the planning and execution phase

Project Schedule

- Schedule more hours for junior developer in team, if any

Work Breakdown Structure

- Make it accessible to every team member (if digital copy)

Recommendations



Change Requests

- Review the CR and take advise from the lead programmer on impact of CR on overall project schedule

Status Update meetings with Sponsors

- Discuss with team on what needs to be assessed during the Status update

Time Management

- Keep track of school & home work hours spent (we used online excel sheet to track our hours)

Recommendations



Lessons Learned

- Lessons learned acts as an important feedback for next group and try to be clear and detailed for both individual and project lessons learned task

Do not undertake any new task

- Do not undertake any new task in last two weeks or during the project closing phase and continue working on QA issues list

Overview on game Assets

Playable Character



1. The user will control this character to eliminate waves of zombies.
2. The player will battle through 5 waves of zombies and 1 boss wave.

Zombie Characters



- Least amount of health
- Fast speed



- Medium amount of health
- Fastest speed



- Highest amount of health
- Slow speed

Boss Zombie



1. Moves Fast
2. Attacks the player by breathing fire
3. Contains the highest health of all

Bullets



Lowest damage

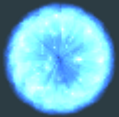


Medium damage



Highest damage

Power Ups



Changes the bullet to medium power for 30 seconds



Changes the bullet to high power for 30 seconds



Increases the walking speed of the player for 15 seconds

GAME

PLAY

QUESTIONS?