

Project Charter

Team 23:

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Problem Statement:

Learning how to code is rarely considered easy and interesting, and it is one of the biggest problem for both educators and students. Our programming game will be unique in that it will provide a captivating environment for beginners to learn how to code. Also, it will also provide an interesting way for experienced programmers to apply their skills and ideas.

Project Objectives:

- Create a computer game to teach programming in an interesting way.
- Develop a game with content that is based on a programming course for beginners.
- Develop a roguelike playstyle to keep players feeling fresh.
- Develop a storyline for the game to help the progression.
- Implementing different modes for different level of users.
- Develop a system to allow users to create various weapons and skills.
- Develop a system to allow teachers to manage the progression of the game.
- Time permitting: Recording battles as gifs for sharing purposes.
- Time permitting: Develop a system to allow users to create their own levels for other users to beat.

Stakeholders:

- Users: Children, students, teachers, and any person interested in a programming game.
- Software Developers: Ryan Teo Yii Wen, Ley Yen Choo, Zhuohang Li, Devon Lee
- Project manager: Ryan Teo Yii Wen
- Product owner: Ryan Teo Yii Wen, Ley Yen Choo, Zhuohang Li, Devon Lee

Project Deliverables:

- A Java based client game that works on Windows which provides fun and educational programming experience.
- All necessary programming knowledge for a programming course, with simple and clear explanations of complex programming knowledge based on the game concept.
- Backend server capable of storing and syncing battle records, skill scripts, equipment styles, and enemy designs that are all made by players.
- Control center for teachers to manage the progression of the game to suit the pace of the classroom.
- Time permitting: Develop a separate mode for experienced users to skip the beginner stages and proceed to the advanced stages.
- Time permitting: Developing a second programming language course.