**Project Management**

**Project Management Report:**

From the start, we thought to develop an application which detects speed of a vehicle and informs us where ever we are, if the vehicle is taken by any other person. But then, the thought struck us to start a conversation of making a game application which should be very entertaining. We collected all the requirements to develop this application. We used sensor tag for sensing the input data from gestures, HTC Andriod 4.4 mobile phone to develop this application.

Nevertheless, we failed to connect the android phone to sensor tag initially. So, we made use of the device’s ID to connect. Then, we successfully finished connecting it with the help of the ID. While contemplating ways on how our game actually should be, we came up with the ideas like providing the features which are user-friendly, which were our major concern. So, the game should be very interesting and entertaining for the user. Hence, we all have come up with the enthusiastic game application.

**Final Project Evaluation:**

First things first, we deemed all ideas we contemplated from the scratch and started implementing them. We experimented with many times by trial and error methods. At first, we could be able to grab the gesture data for only left and right turns. But later, while coding, we were successful in collecting even up and down gestures. Also, we got stuck in back tracking the turnleft() function which didn’t work before. However, we found what the actual errors are there and debugged them and could be able to move the sensor tag left and right with so much ease, also with greater accuracy. This game project has satisfied our requirement specifications to a very great extent. We had implemented almost everything we mentioned in our project proposal document. Also, we are equally happy and enthusiastic about starting the design process.

Moreover, we used ADT bundle which was very comfortable and effective to code upon. Furthermore, we were able to finish the project in total of four increments. As per our planning, we could be able to finish the game project. For each and every increment, we gave equal priority and they were well planned. Our team members were highly industrious and interactive in discussing those ideas and also found to be competitive in implementing the ideas not only by doing their part of the work within given deadline, but also were very pro-active. Each of us has had no problem with the team and management of team as we had very good cooperation within us which made us to complete the entire project even without a hitch. We deliberated after that, we could have actually drawn-out our game by including some interesting features like multi-player game, providing powers and points to the player in order to motivate him, making the game online so that they can share this game in facebook etc.

**GitHub Link:**