**Introduction:**

In the past, physical games have been popular, but nowadays computer games take over and have a lot of advantages. Computer games are known to be effective instructional tools if used for the right task and help to enhance motivation and improve the engagement of the user in the task.

Computer games are providing an opportunity for practicing and learning through failure and success, and they also have the ability to create active and engaged societies for learning, communication, problem solving, and group activities. Computer games can provide the learner with a tool to play, explore, experiment and have fun all at the same time (Whitton 2012).

With the rapid growth in gaming technology and changes in the demographics of gamers, the gaming world had created a new breed of gamers who desire new challenges and more in depth experiences in the gaming world.

**Project overview:**

For this project our group will have face a high level of complexity because we will cover different software topics and methodology also we will work on the process also we need to have well understanding of the IT and functionality requirements. We need to divide the project tasks between our group members to understand the project very well and analysis business organization needs to develop the project requirements.

**Scope:**

The project will illustrate the needs of development a friendly webpage interface for the game that can attract the user, also will develop user acceptance test and burndown chart.

**Project tasks and scope that we have discussed in the group are:**

* Flappy bird - a game written in JavaScript
* Develop a website
  + Main page
  + Documentation
* Competitive Analysis
* Mobile friendly
* Functionality: Score page (able to enter user ID)
* Modify Interfaces
* Modify Multi Languages
* Methods
  + Scrum (so requirements will be added incrementally)
    - Stories
    - Sprints
    - Backlogs
  + Analysis of Requirements
  + Unit tests
  + Integration testing,
  + User Acceptance Tests
  + Burndown chart
  + Gantt Chart
* Configuration Management
  + Github

**Tasks for the project are:**

My tasks for this project is that to build a friendly and accessible home page for the game that can attract the user to play the game more than once. Moreover I will do some documentation and checklist with the due date of tasks that need it to build the home page.

Also my task is to do user acceptance tests for the game also for the home webpage to identify the threats and the weakness of the game.

And my last task is to draw Burndown chart to adjust the graphical representation of work left to do versus time, it is useful for predicting when all of the work will be completed.

**Assessment tasks and due date:**

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|  | |  |  |  | | --- | --- | --- | | **Assessment Task** | **Value** | **Due date** | | Project plan (3 - 5 pages) | 10% | W 3, Monday, 1/8/2016 | | Project progress Report- 1500 words | 20% | W 5, Monday, 15/8/2016 | | Presentation and demonstration of software methods (10 minutes) | 30% | W 11, Monday, 26/9/2016 | | Written report - 5000 words | 40% | W 12, Monday 3/10/2016 | |

**References:**

Whitton, N 2012, ‘The place of game-based learning in an age of austerity’, *Electronic Journal of e-Learning*, Vol. 10, Issue 2, Reviewed on 30 July 2016, available from: <http://www.ejel.org/issue/download.html?idArticle=197>