Week 2

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| **Team Member** | **SJSU ID** | **XP Values** | **Design Pattern Used** |
| Ankil Shah | 010817703 | Respect | Decorator and/or COR |
| Bhargav Jain | 010806510 | Communication | COR |
| Bhavin Agrawal | 010827206 | Courage | Observer and/or Command |
| Saurabh Jain | 010809344 | Simplicity | State and Prototype |
| Vansh Shah | 010823761 | Feedback | Factory Method |

**XP Values**

1. **Simplicity**

In the first week I made sure that the ideas were simple and complexity of the tool selected for the implementation was kept low. To initiate the process only required features where implemented keeping in mind the long term goal. We selected UNITY framework for the gaming application we are building as it provides the latest and simple approach for the built. In our team it happened that one of the teammate was opting and approaching for a difficult tool. I discussed the advantage of the UNITY framework which was quiet simple and user friendly. Moreover in the UI Wire Frame design only required elements are added and once we meet the desired output we will add more complexity and enhance the levels. The characters designed are as per the requirement with the aim to fulfil the initial stage expectations. In the next week I plan to make the UML class diagram and use the designing pattern which is needed, keeping the approach simple. Taking these baby steps we aim to reach our final approach. With this approach I observed that proper planning and selection of simple tools helped us save our time.

1. **Communication:**

In 2nd week, we decided to work on UI part of the game and everyone was asked to present idea to evaluate the best mode of doing the same. In the end, we decided to make wireframes on the paper to have better understanding of the objects which we need to implement in our game.

We then moved on to categorize the screens for the game and everybody in the team gave the input for the same and the final approach was communicated to everyone. I also insisted every member of the team to give their views on the type of objects which can be implemented in the game because the more type of objects a player interacts in game, the more fun it is observed to be.We also started building the objects of the game which will be presented to user to interact with and we decided to implement some of the characters in the first run.I designed the miscellaneous like boundaries and asked everyone to give their views for the same.I ensured that everybody takes active participation in evaluating the work done by another team member and present their views for the same.I felt that communication helped a team to work effectively.

1. **Courage**

At the starting of this week, we had a goal in mind what we plan to build. Every task in IT industry comes with the challenges so as this project. We discussed the project and tasks for the second week. The first task was to design the UI wireframe for the Game. I designed home screen, despite being the most difficult screen of the game. I did not feel impeded.

The next task was to design characters for the game. My team members were quite confused on which tool to use and how to use the same. We discussed the task and opted for “MagicaVoxel” tool for designing. Though it was completely new tool for the team, the team worked together to learn and design the characters. With the aim of progressing for the project, we successfully designed characters. Though initially many of my team members could not estimate the required time correctly due to unawareness of tool, I insisted everyone to be truthful of their progress so that necessary actions can be taken to complete the task. With these continuous and team efforts, we could garner the bottlenecks and could overcome them.

1. **Respect**

In this week we did planning to build User Interface for the game. So firstly we have decided to design each screen on the blank page and after that we started coding/building every screen into UNITY framework. We have divided every screen of the game amongst us. My part was to design the screen once player becomes dead, just like game over screen. It was needed to design the "GAME OVER" screen with one more option that is Play Again. After that we have started designing characters of the game and my part was to design "STRIPS/ROADS" using MagicaVoxel.

After this individual effort we have consolidated all the designed screens into whole UI wire frame. While consolidating or deciding

which design should be finalized I found that some of the portion of my colleague design was not so effective and I suggested to

put some changes on that. He started taking views of my whole team members on that particular suggestion, everyone agreed upon my suggestion and decided to change that portion. He changed that part of screen and by that he respected all other team members point of view. So I personally observed that each and every team member respects each other decisions and work. Though it was a small change everyone contributed value to that problem with enthusiasm.

1. **Feedback**

During week 2, we decided to sketch the entire UI on paper to get better idea about what will be done and how the work will be divided among team members. As we came up with 5 possible screens for the game, we divided each screen to each team member and I was assigned to sketch the Character Selection screen. It didn’t take much time to sketch a nice looking UI, but the time was consumed in deciding how many screens will be there on our game and how will it affect the gamer’s view. Keeping in mind the gamer, we had to optimize our idea of keeping 8 screens to 5 screens because that was much better from gamer’s point of view.

Apart from sketching the UI, I was assigned the work to make 3d vehicles for the game using magicavoxel. I created a simple car and changed its colour so that the game has variety of cars. I also created a heavy truck which were essential for a game like chicken runner, so that the gamer don’t get bored of seeing all the cars. If time permits, I am planning to create another vehicle, maybe a motor cycle. But again, only if time permits.

While doing these task’s as I mentioned above, I also gave regular feedbacks on what will be optimal way to sketch a UI design and which tool will be more efficient and less complex to create 3d characters. All the team members contributed equally and everyone valued each other’s decision.