# **Team Alpha Project**

By Bart, Minho, Sean & Zahra

Main speakers: Bart, Sean & Zahra.

## **Eagle eye**

# Concept Game

The concept of our game came from a movie called eagle eye where it was based on interference from artificial Intelligence where it placed the user of the game in serious situations and trouble with the FBI.

We used our python lessons from week one to incorporate code and games into our game plot so it became a format.

Game of choices and options to take us through certain outcomes within our game to demonstrate the skills.

We picked up from week one and applied them to our game After watching a short movie trailer that bart recommended  we decided to research the film and watch it and brainstorm how we could apply our recently taught python knowledge to our game and write code that would create an RPG that defines several paths and choices to determine a different outcome.

# Concept game

- Eagle Eye is a 2008 film When two strangers receive a mysterious call from an unknown woman. To carry out a dangerous mission planned by a terrorist outfit. (Plot of the film)
- Crafting the game storyline, base on the film.

- Researching
  - Bart recommended the film
  - Research film
  - Breakdown scenes
  - Convert segment into game
  - How to create game modes
    - Python library and tutorial, we looked back on out notes that we learnt in lesson..
    - Decide what functions of code to use.
  - Determine end scene

# Creating the narrative

Diagram - We broke down the storyline and used app.diagrams.net to structure the game.

Set tasks on trello board

- Attributed them to team members

Assigned each member a colour

- Minho - Blue
- Sean - Green
- Zahra - Orange
- Bart - Yellow

## The Storyline

- Beginning
- Middle
- Ending

# Communications

- Google Meets - We set up our google accounts to set up our video meetings.
- Trello - We used the trello to set up our task and craft the storyline. Trello help use organise ourselves and our project. The Kanban planning is effective because the development is basically a real life pin board or whiteboard.
- Slack - We have been using Slack as a direct messaging, as a way to talk with each other and to send links to resources like movie trailer, movie script for dialogue.
- Daily Stand Ups  - Before and after we started coding, we have a daily stand up. So we talk about our main objectives. Daily stand up we helpful because they help see where we were in terms of our project/trello board.
  - What did you do yesterday?
  - What are you doing today?
  - Do you have blockers?

# Troubleshoot

# **Troubleshoot**

The problem that we faced, we designed a game that was very complex

We tried to fit in so many good ideas, that it  became over complicated

We realise that we didn't have enough time to fit everything in.

We have to recollect, regroup and simplify the game we came across many coding problems and several issues throughout our project collectively.

We worked Together to solve these issues and produce our end product (BART)

# Project management

# Team Efficiency /  Project Management

Overall our team efficiency and fluency was good overall although we had some issues (language barrier) we came together and
Helped as much as we could regarding our project and bounced ideas around when we hit
Problems we solved problems together each individual contributed to the project i think if we
Had all members on from the start it would have saved us some time at the end of the project

# TESTING.

Definitely very important part of our project!!

- Help us to detect many issues we faced during project.
- Allowed us to make important changes.
- It was a key to finalise Eagle eye project.
- The purpose of the tests we ran, were to check if our code actually performed
- The way we wanted it to and troubleshoot any errors

# How would the game project be different if working independently

- It will take much more time
- So many task to do individually
- Extended time for problem solving
- No team support
- Longer hours to work
- No variety of ideas

# Review - What I would have done.

After submitting the project and looking back at it, we think that if we had to do the project again.
Narrative - We should have could have simplify the story, before we handed in the project. The storyline had originally three endings but as the deadline grew closer, we had to scrap the three endings and change it.
Time -  Given the fact we had a week to finish the project and we had a bold idea, although all of them  were great i think our inexperience to coding was  a factor we miscalculated the troubleshoots and the time we consumed each section of our respected task we were given. If we were to do the project again, we would have created a simplified version with the same outcome as our game but knowing the errors we made if we where to do this again i think we wouldn't make the same mistakes again
(ZAHRA)

# Frontend    vs    Backend  Development

HTML= hypertext markup language          Python

CSS = cascading style sheets

# Frontend vs backend development cont

Although front end  and back end developers work in tandem they are completely different in the aspect of software developing the easiest
Way to put this is this analogy if you think of python as the beginning of building project you walk past the site for weeks and see nothing but boards
But behind those boards they have been laying strong  foundations (python) (server, database) without these strong foundations the building stands no chance of stayng erect after a few weeks you walk past and start to see this great feature of a structure that suddenly is standing tall then the front end developers come in HTML,CSS etc where they start adding in the finishing touches so that the house becomes user friendly pretty much like website interfaces and graphics so overall without  back end developers there would be no place to store this critical information to use when someone orders shoes from a website their order and info is stored in the back end when a user wants to check up on the status of said delivery they retrieve this info from the database  or the back end (SEAN)

# Thank you for listening.