Do It Tomorrow

Our team is called “*Do It Tomorrow*”. Our members are: Colm Mulhall, Daniel Hogan, Rob Lowe and Conor Sargent. The project that we would like to be assigned to is the Tank game. We have a number of reasons why we are interested in doing this. Each of us has a keen interest in gaming so this is where our passion for the project comes from. Three of our members (Conor, Rob and Daniel) have experience in programming games in XNA through our Object Oriented Programming module from second year. They brought their games to Games Fleadh last year as part of this. Colm created a game in C++ with allegro for the same module and is keen to learn XNA as well.

We have chosen our roles based on our previous experiences. Rob has taken the role as the leader. Daniel is the lead programmer. Conor is the designer and Colm is the documenter. Bryan is our lab supervisor and he would be a great help as he is an expert in the area of the XNA framework. He is in charge of the teams who participate in the Games Fleadh which would also be ideal for us.

As project leader, Rob would keep us on track with meeting our goals. We will be holding meetings to make sure that we are making sufficient progress with the game and Rob will be chairing them. Conor is in charge of design. He will be researching different graphics of games and deciding what would be best. While we will all be contributing to the programming, Daniel is lead programmer. He will take control of the coding of the game. We will all be using Github to store and update the code. Colm will be documenting the project. A detailed blog of the project must be kept in order to see what progress we are making. We will all be involved in testing the game. This will have to be done regularly so that we can spot potential bugs.

We feel that we are ideally suited for this project. We are all keen to develop a game and we have experience in the area. We also would like to bring a game to Games Fleadh which is in March and this would coincide perfectly with the project.