**Final Report Summary: Prison Break**

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In our report, we discussed topics about the project description, the techniques and methodologies from class that we used to create this game, the tools and libraries needed to create and run our game, and concluded with a retrospective review.

Prison Break is a map-based game where the player has to navigate through a large guard infested prison. The player has to use stealth and their wit to successfully sneak past all the guards without being caught. The game ends when the player is either caught or by successfully escaping the prison. The purpose of this game is to test the player’s wit and skills and to have fun. This is a game, so the main concept is for the enjoyment of the player.

For the user to play this game, they can download our source file from our github page. The code can be run on Intellij or Eclipse. In case the code doesn’t compile, the user has to have downloaded the three libraries needed for the game. They are Slick2D, Tiled map, and Lightweight Java Game Library. The link to their info page and download links are in the references of our final report document. These links are there to reassure the user that the libraries needed to be downloaded are safe to download and use. Instructions to build the code from the source file is also on the final report document.

The techniques used to make this game were from the Scrum and XP practices. For the Scrum aspect we used IceScrum to manage all our stories and sprint plans. For the XP aspect, we used sit together for the first few weeks before the covid-19 outbreak, then we used energized work to be as productive for the project as possible. We also use user stories and weekly cycles. During the weekly cycles, we had weekly meetings on Discord. During these meetings, we discussed our current progress and issues on our parts of the build of the game.

The retrospective review of the report explains the process of our game making. We wanted to originally make a java swing application of the game, but making the graphics with slick2D and Tiled turned out to be easier. With a java swing app type of game, we have to program every individual button to their correct positions. This will take a long time to make. However, with slick2D and Tiled, the graphics are already made in the library. From there, we only had to program the core concept of the game, rather than the graphics. So, we could focus and prioritize more on the functionality of the game.