Software Engineering - Sprint 1

Contents

1. Group Information

Team Name: Group 0
Group Members:
- Anthony White
- Bradley Torres

2. Project Description

Project Title: Game Tips and Tricks

Our project is a dynamic web application designed to create a collaborative platform where gamers can share and discover gaming strategies, walkthroughs, and troubleshooting solutions.

The platform promotes mutual aid and knowledge sharing by allowing users to:
- Add game tips, tricks, and strategies.
- Engage in community discussions to improve gameplay.
- Upvote/downvote useful content.
- Find and share guides for challenging levels.
- This project aligns with the theme of sharing and exchange, as it fosters a supportive gaming community rather than financial gain.

3. Code of Conduct

To ensure smooth teamwork, our team follows these principles:

- Respectful Communication: Speak professionally and resolve conflicts constructively.
- Commit Guidelines: Use clear and meaningful commit messages.
- Meeting Attendance: Attend scheduled meetings or notify in advance.
- Collaboration & Support: Help each other, share knowledge, and maintain transparency.
- Plagiarism Policy: Always give credit where necessary.
- Bug Reporting: Document and report issues promptly.

4. Personas 1, 2, 3

Persona 1:

Name: Ben
Type of User: Casual Gamer
Age: 26
Occupation: Graphic Designer
Technological Proficiency: Comfortable with technology, uses gaming apps for relaxation and entertainment

Social Environment: Plays mostly in his free time, enjoys playing with friends casually
Personality: Easygoing, enjoys socializing and unwinding through gaming

Goals and Tasks: Ben wants to explore new games to see useful tips that improve his casual gameplay.
He prefers fun and accessible tips that won't take much time to learn or implement.
He likes to casually compete with friends but isn't focused on winning.

Anxieties and Motivations: Motivated by a desire for fun, stress-relieving gameplay.
Anxious about wasting time on overly complex or frustrating tips.

Frustrations and Concerns: Frustrated by apps that overcomplicate things or have too many options.
Concerned that gaming tips might be too advanced or not fit his playstyle.

Needs and Expectations: Simple, beginner-friendly tips and easy navigation.
Social features for sharing experiences with friends.
Fun, casual tips that make the gaming experience more enjoyable.

Persona 2:

Name: Lucas
Type of User: Competitive Gamer
Age: 30
Occupation: Professional Esports Player
Technological Proficiency: Highly skilled and tech-savvy, uses advanced gaming strategies and tools regularly

Social Environment: Engages with both solo and team-based competitive gaming, follows industry news closely

Personality: Driven, focused on improving and staying ahead of the competition

Goals and Tasks: Lucas wants access to high-level strategies and tips that give him an edge in competitive play. He looks for in-depth, specialized advice for his favorite esports games. He wants to keep track of changes, patches, and meta shifts in games to stay competitive.

Anxieties and Motivations: Motivated by a strong desire to improve his rank and outperform opponents. Anxious about missing out on key strategies or updates that could impact his performance.

Frustrations and Concerns: Frustrated by generic tips that don't cater to advanced players. Concerned about apps that lack real-time updates or detailed insights.

Needs and Expectations: High-level, detailed tips tailored to competitive gamers. Real-time notifications for game updates and strategies. Analytics and performance tracking tools for self-assessment.

Persona 3

Name: Oliver
Type of User: Beginner Gamer
Age: 22
Occupation: College Student
Technological Proficiency: New to gaming, still learning the ropes
Social Environment: Plays with friends and seeks advice to improve his skills
Personality: Curious, open to learning, sometimes frustrated with difficult mechanics

Goals and Tasks: Oliver wants to learn the basics of gaming and gain tips to improve his skills over time. He's looking for advice on how to play different genres and how to progress without feeling lost. He seeks out helpful resources for when he gets stuck or overwhelmed.

Anxieties and Motivations: Motivated by the desire to level up his gaming skills and be able to play more challenging games. Anxious about not performing well in front of others or missing out on key advice.

Frustrations and Concerns: Frustrated by tutorials that assume too much prior knowledge. Concerned about feeling overwhelmed or not understanding the tips provided.

Needs and Expectations: Clear, easy-to-follow beginner tips and tricks. Step-by-step instructions to help him feel confident in his gameplay. A supportive community to ask questions and share progress.

5. Ethical Considerations

We have identified the following ethical concerns in our project:
- Privacy & Data Protection:
- Avoid unnecessary data collection.
- Secure user information.
- Community Safety & Moderation:
- Implement features to prevent toxic behaviour.
- Allow users to report inappropriate content.
- Intellectual Property & Fair Use:
- Encourage original content and proper citation of sources.
- Inclusivity & Accessibility:
- Ensure a user-friendly and inclusive design.

6. Meeting Records

Meeting 1: 03/02/25

Discussed project ideas and finalized the scope.
Assigned initial roles and tasks.
Set up GitHub repository and Kanban board.

Meeting 2: 04/02/25

Reviewed GitFlow workflow and Docker setup.

Started work on frontend and backend structure.

Meeting 3: 05/02/25

Discussed user personas and ethical considerations.
Updated project documentation and reviewed progress.