

Project 4 Mobile device first person shooter

Project Legacy

COP 4331, Fall 2014, 2014

Modification history:

Version	Date	Who	Comment
v1.0	11/22/14	Zachary Duckett	Establishment of

Team Name: Group 7

Team Members:

- Jonathan Coole
- Alexander Mena
- Michael Chisolm
- Raymond Cload
- Zachary Duckett
- Seiji Uchiyama

Roles

Documentation:

- Concept of operation-done by Seji Uchiyama
- Project management plan- done by Alexander Mena
- Test plan- done by Seji Uchiyama
- Software requirements- done by Michael Chisolm, edited by Seji Uchiyama
- Test Results-done by Zachary Duckett, appended Test plan

- User manual- done by Zachary Duckett
- Build Instructions-done by Zachary Duckett
- Presentation Powerpoint-done by Alexander Mena
- Documentation editing- done by Raymond Cload

Coding and Game Design:

- Map design-done by Seji Uchiyama
- Weapon design- done by Jonathon Coole and Michael Chisolm

Analysis

- Assessment of the Quality of the Final Product: The final product is an FPS game that works on mobile platforms for multiple users in a player versus player environment. The game runs smoothly and connection with other players is very stable.
- Recommended Use of the Final Product: Project is intended to be used for entertainment and can be used by anybody at any time. Greatest appeal would be to those who enjoy FPS games.
- Known Problems: Weapon balancing must still be tweaked, although it is fun to blast people into the sky, it gives an unfair advantage to players with a specific weapon.
- Adherence to Project Plan: All requirements were met other than use of a server to allow random games versus random players. Currently the only connection that works with other users is local connections. Our estimates of time management were pretty far off, communication slowed down the process more than we thought and creating the game was much more work than we ever expected causing all estimates to be much shorter than we anticipated.
- Defect Analysis: Weapon created by Zachary Duckett would not transfer properly to other builds, had to be discarded and new weapons were used instead. First weapon was firing from the middle of the map instead of the player, adjusted gun location on pick up to follow the player. Error updating to final build for presentation, had to reinstall on all 3 machines to get them on the same build.
- Quality Assurance: Testing conditions were all met properly and done in an efficient manor. The biggest improvement to testing would have been having more people testing each property to ensure nothing was missed. Although the testing to ensure weapons worked was

fine, the balance testing was done much later than it should have been.

- Configuration Management: Our configuration management processes worked effectively and kept everybody up to date on the current builds of the project. Working with a game engine, we weren't entirely sure what files were needed for our project and which ones were unrelated so we often found ourselves sharing much more files than we needed which started to cause problems in the end.
- Suggestions for the Future: Improving our systems for communication would have a big impact in how efficient future projects are done. Once everybody is together and working the most important thing is not biting off more than you can chew and just stick to the basics of what your project needs. Once the requirements are met, then you can add additional features to improve it. Don't waste all your time early trying to make things look better and sacrifice functionality in the process. With a bigger project time management and communication becomes even more important, while the additional non required features get pushed even further back. With extremely large projects it would be a good idea to split into groups that focus on specific aspects of the project, as well as a group to lead and organize the project, rather than having everybody work on random parts as they come up.