

Planning 1

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Individual Software Process

Do you love surprise?

- You start working on your game. You have developed various game components, e.g., sprites, basic sprite movements, scenes, puzzles. It will be the best puzzle game ever!
- Later on midway into the project, you learn that your game needs a very intelligence computer opponents. You quickly learn that it is nearly impossible for you to write this “AI” part.
- You fell like everything you have done so far is simply a waste.

What to do next?

- You can simply throw away your project and start a new one.
- You can “move.”
 - Look at what you have done.
 - Try to change the game so that you can still use most of the things you have developed.

A few questions when you face surprise

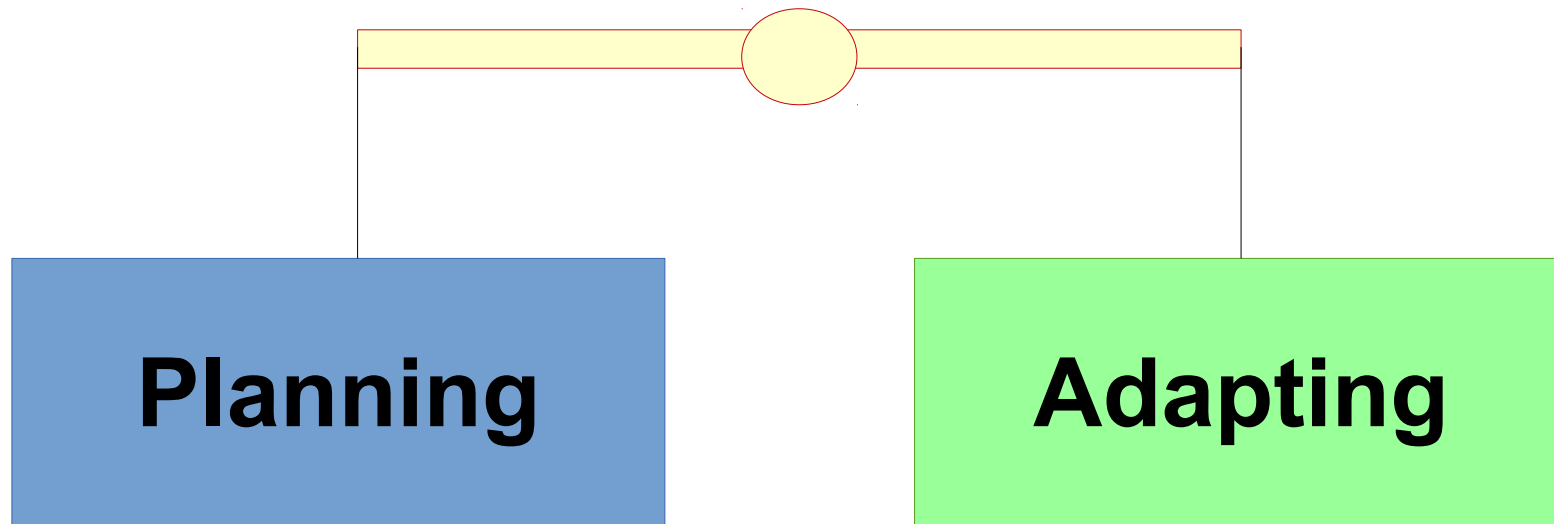
- Can we adapt?
- Can we foresee this?

In Yoda's words

- Planning, you must.
- Adapting, you must.

Planning/Adapting

- No one likes surprise.
- But you can't perfectly avoid surprise.



Making guesses

- Planning is a guessing game.
- Planning without information is like betting in a casino.
 - Trusting a bad plan is false security.

Planning practice

- Break down your project into a list of features
- Prioritize the list
- Tool: we will use trello.