

# Project Management Version History Documentation & Relevant Implications

Provide a Link to your Trello Board here:

[Trello link](#)

Provide a Link to your Programming Testing here:

[programming testing document](#)


# Version History Documentation

*\*\*Copy and paste the table for each version\*\**

**Version 1**

shanon joseph - 2.8 project managementWorkspace visibleBoard

**To do**



creating game user interface  
🔗 1

Add sprites movements

Add collusion

create enemies

Add buttons and reset the game

create start menu

Adding game levels

Add score display

add music and audio effects


Add moving platforms

+ Add a card


**Doing**

creating game interface

Adding sprite character animations



Adding collusions  
🔗 4



creating enemies  
🕒 Started: May 27 🔗 2

+ Add a card

**Done**

created game user interface  
🔗 1

Added sprite chracter

Added sprite character animations

collusion added

Added eneimeis

+ Add a card

**What has been completed**

For my desert jump game, I have created my basic game interface using background images, tiles and added objects to enhance the basic game world. I have also included the game character and the sprite animation for the game character. After that, I implemented

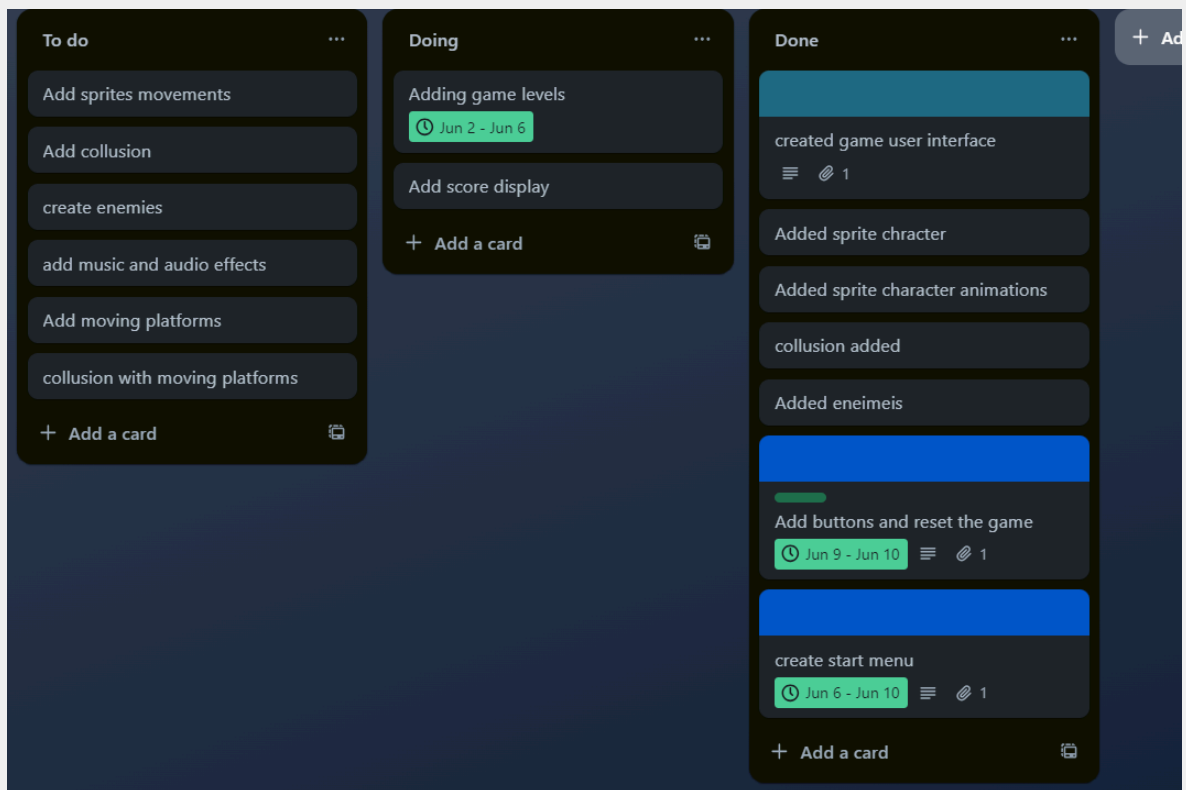
collusion between the character and tiles. Enemies have also been added with moving motion, and collision detection between them needs to be implemented.

### Relevant Issues

Importing the world data for the game was complicated but I have used the old practice level data to create the game world. This reduces time spent creating world data and reduces the chance of making an error.

*\*\*Copy and paste the table for each version\*\**

### Version 2



### What has been completed

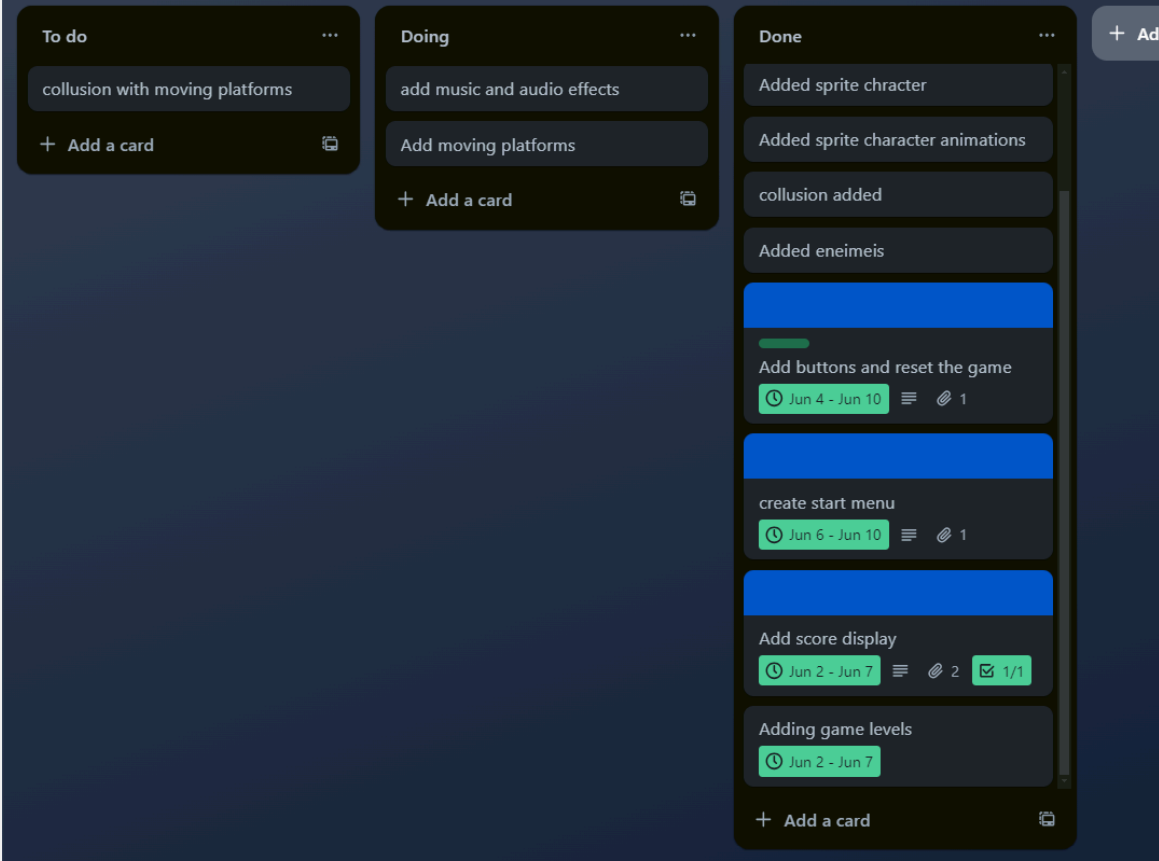
For the desert jump game, the world has been completed with the use of the old-world data used for the tiles. afterwards sprite has been added and its movement (animation) also have been added. Enemies have been added to different levels according to world-level data.

The game restart option was implemented by the restart button to replay the game level for the player. The start menu was also added by adding buttons such as start and exit.

### Relevant Issues

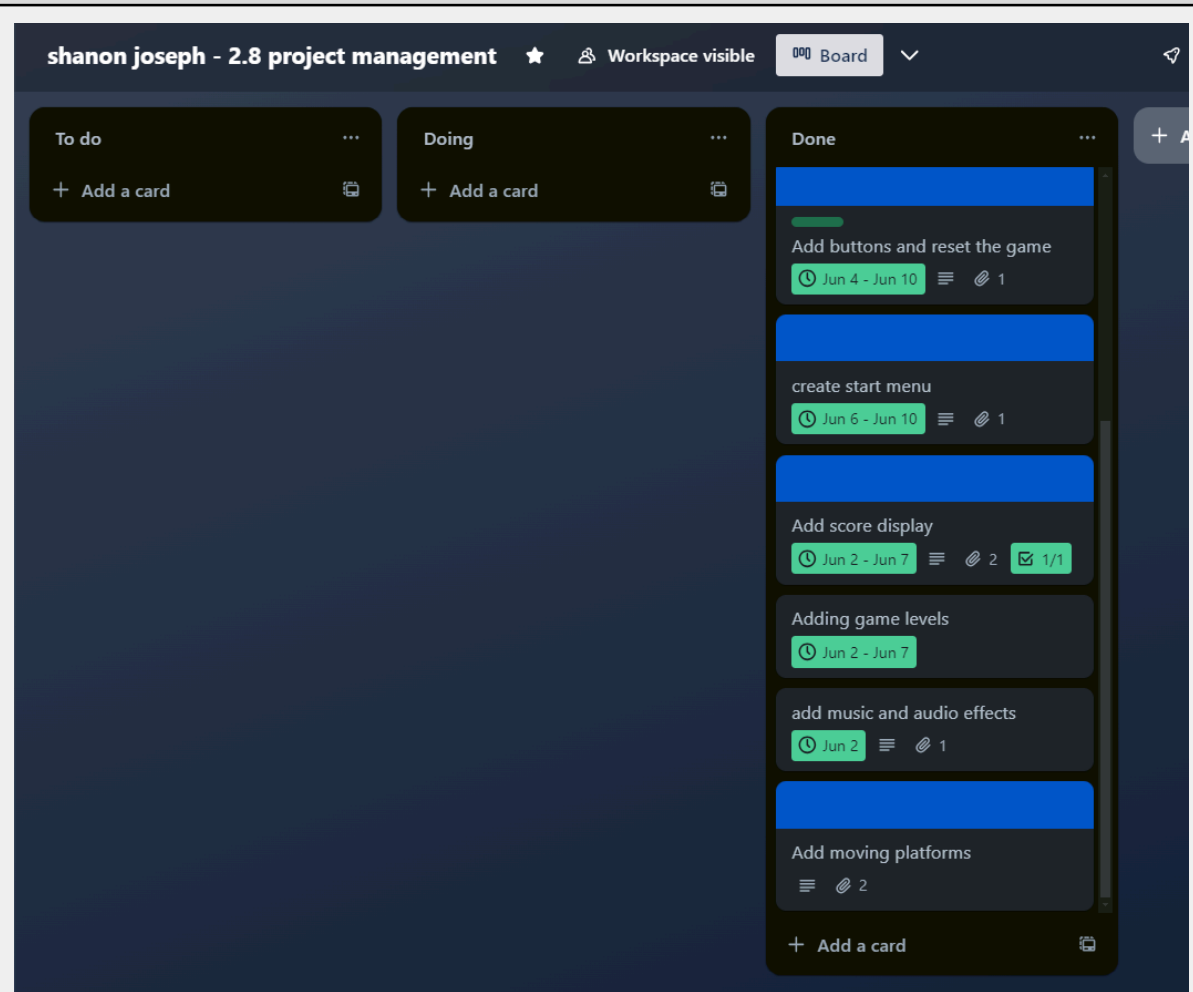
No relevant issues

*\*\*Copy and paste the table for each version\*\**

| Version 3   |
|---|
|  <p>The screenshot shows a Kanban board with three columns: 'To do', 'Doing', and 'Done'. The 'To do' column has one card: 'collusion with moving platforms'. The 'Doing' column has two cards: 'add music and audio effects' and 'Add moving platforms'. The 'Done' column has several cards: 'Added sprite character', 'Added sprite character animations', 'collusion added', 'Added enemeis', 'Add buttons and reset the game' (with a timer 'Jun 4 - Jun 10'), 'create start menu' (with a timer 'Jun 6 - Jun 10'), 'Add score display' (with a timer 'Jun 2 - Jun 7' and a progress indicator '1/1'), and 'Adding game levels' (with a timer 'Jun 2 - Jun 7'). Each card has a plus sign and a trash icon at the bottom right.</p> |
| What has been completed   |
| <p>In addition to my programming game, I have also added the score display to show the player the amount of coins the player has collected in each game level. The score display will increase when it has collision between the sprite and the coin in each level</p> <p>Imported the created level data that was created previously and imported them to the code with less effort. Creating and assigning the tile values was a bit time-consuming and complicated.</p>  |
| Relevant Issues   |
| <p>One of the issues was creating a level of data from scratch and I managed to use the old level data for my game-level creation.</p>  |

*\*\*Copy and paste the table for each version\*\**

## Version 4( Final version )



### What has been completed

I have included sound effects for game sprite movements in the game such as background music, sprite jumping sound effects, game-over sound, and coin collection sound.

In this version, I have included moving platforms between tiles and added collusion for it. The game is fully completed and all the errors have been resolved and there are no errors.

### Relevant Issues

No issues

## Relevant Implications

For the assessment, you need to be able to do more than just identify implications that are relevant to the digital outcome. You also need to explain these implications.

This includes all of the following.

- Describing the implication (ie a few sentences giving details of what the implication is).
- Saying why the implication is important.
- Saying how it may impact the way you design, develop, and/or test the specific outcome you are creating.

Important: Make sure you refer specifically to the outcome you have to develop. Include examples relevant to that specific outcome.

Remember to check exactly what is expected of you in the Implications and Discussion section of your Marking Schedule, specifically *Explain relevant implications* and *Address relevant Implications*

List of Relevant Implications can be found [here](#)

|   |                       |
|---|-----------------------|
| <b>Relevant Implication:</b>  | Intellectual property |
| <b>Description of Implication</b>   |                       |
| Intellectual property is a legal right protecting works and inventions such as literary works, music, designs, trademarks, creativity, and skill. This helps creators to have ownership and the rights of their creations.  |                       |
| <b>Why is this implication Important?</b>   |                       |
| Intellectual property ensures quality: intellectual property helps consumers with confidence authenticity and quality of invention. For example, If someone creates a website, the consumers are aware of the ownership of the website's creator.   |                       |
| Intellectual property makes innovation possible: this also acts as a protection for someone's work by ensuring that if an idea is successful inventors are recognized and rewarded for their hard work.   |                       |
| <b>Impacts of the Implication in relation to your programming assessment</b>  |                       |
| For the game that I am creating, I will be using sprite sheets, music, sound effects, tile images, and any other resources that do not belong to me. Therefore I should use copyrighted images and any other sources that are licensed to their ownership of the work resources that I will be using for my project. I need to mention ownership of the resources when I use them in my work. |                       |

