Sprint 12 Report

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The goals set for this sprint were to revise the poster which describes this project and to implement both the settings and statistics menus.

We have revised the poster which describes this project and are ready to present it.

We implemented the settings menu. The settings menu features three options for each gameplay effect: “score dependent”, “immediate”, and “off”. When the “score dependent” option is selected, the associated gameplay effect will become active once player 01 has reached the requisite score. When the “immediate” option is selected, the associated gameplay effect will become active immediately after gameplay begins. When the “off” option is selected, the associated gameplay will never activate. These options are selected via a dropdown menu – each gameplay effect is represented by a dropdown menu. Before we could implement the dropdown menu selections, we had to learn how to implement them. We therefore had to learn about C# delegate methods, C# callback methods, and the UnityEvent class. Understanding the aforementioned was not intuitive, but the underlying concepts were not foreign since we have already been exposed to event listeners and callback methods.

We did not implement the statistics menu. Although we are already familiar with the process of implementing the statistics menu, it is still significantly time-intensive – approximately a 5-6 hour task. We did not allocate enough time for that task, but we did so purposefully. The other courses in which we are enrolled had each assigned substantially difficult projects and homework during that period so we balanced the completion of this sprint’s goals with the completion of all of our assignments.