

# Sprint Documentation

## What went well?

The implementation of the HudRenderSystem and score went well without any problems.

Screen resolution/Image scaling system went faster than expected, due to andengine scaling everything appropriately.

Even though it took a while to decide on how to implement power-ups, everything went really smooth and easy when the decision had been made.

## What did not go so well?

The checking for which side of the obstacles the player collided with caused a few problems. The current solution is acceptable but the collision with corners is a bit strange sometimes and the player can sometimes go through an obstacle if an updates takes too much time.

Jump was a bit more complicated than expected and still has some way to go before it's finished.

Game over - implementing android components (such as an EditText-box) is not straight forward, using dialogs is. But dialogs use a deprecated method for showing and Google recommends using fragments (from the compability support package, and which seems to be more complicated), which means that our activity should extend FragmentActivity. This however means that we need to use a certain fork of andengine, where the BaseGameActivity extends FragmentActivity instead of Activity. We can skip this problem entirely if we don't store the users name when achieving a high score, so that is the way we choose to go.

## Backlog changes

We changed our focus to make one good map instead of having multiple maps. Therefore we are removing the multiple map entry from the backlog.

Other things that didn't make the revision:

Surfaces with different friction

Achievements

Levels/Lobby/upgrade