

Sprint 2 Report

Iteration Dates: 14th Feb – 8th March (19th – 27th Feb holiday)

Objective of the sprint:

- To complete integration of single player mode
- To create rooms for multiplayer mode

User Roles:

1. Manak Agrawal – Object designer
2. Aishwarya Reddy Mannem – Developer
3. Aneerban Chakraborty – SCRUM Master
4. Rakshana Bagavathi – Product Owner
5. Anirudh Reddy Gotike – Developer
6. Rohan Maheshkumar Aswani – Developer

Tasks:

CP8117P15-6	Room Creation for multiplayer online mode
CP8117P15-1	Single-Player Mode for the game
CP8117P15-5	Party mode
CP8117P15-19	Creating and Intergating Face mask

Projected Sprint planning:

Issue Id	Issue Name	Assignee	Expected Start Date	Expected End Date	Deliverable
CP8117P15-6	Room Creation for multiplayer online mode	Aishwarya Reddy Mannem, Aniruddh Reddy Gotike	14 th Feb	3 rd March	Unity game commit
CP8117P15-1	Single-Player Mode for the game	Rohan Aswani	14 th Feb	3 rd March	SinglePlayerMode.apk
CP8117P15-5	Party mode	Aneerban Chakraborty, Rakshana Bagavathi	3 rd March	8 th March	PartyMode.apk

CP8117P15-19	Creating and Intergating Face mask	Manak Agrawal	3 rd March	8 th March	Game.apk
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Effective Sprint Planning:

Issue Id	Issue Name	Assignee	Actual Start Date	Actual End Date	Deliverable
CP8117P15-6	Room Creation for multiplayer online mode	Aishwarya Reddy Mannem, Aniruddh Reddy Gotike	14 th Feb	3 rd March	Unity game commit
CP8117P15-1	Single-Player Mode for the game	Rohan Aswani	14 th Feb	8 th Feb	SinglePlayerMode.apk
CP8117P15-5	Party mode	Aneerban Chakraborty, Rakshana Bagavathi	--	--	PartyMode.apk
CP8117P15-19	Creating and Intergating Face mask	Manak Agrawal	--	--	Game.apk

Review of the Iteration:

- Room creation for multiplayer game is complete.
- Integration of the Single player mode is not complete.

Retrospective and future works:

Issues:

- We are facing major blockers in integration single player mode.
- Collaboration time is not working out properly.

Improvements:

- Put more time in collaboration.

Future Works:

- Put all resources into creating single player mode.
- Put more resources into studying unity.

Sprint 3 Report

Iteration Dates: 8th March – 20th March

Objective of the sprint:

- To complete integration of single player mode
- To complete the party mode

User Roles:

1. Manak Agrawal – Object designer
2. Aishwarya Reddy Mannem – Developer
3. Aneerban Chakraborty – SCRUM Master
4. Rakshana Bagavathi – Product Owner
5. Anirudh Reddy Gotike – Developer
6. Rohan Maheshkumar Aswani – Developer

Tasks:

CP8117P15-1	Single-Player Mode for the game
CP8117P15-5	Party mode

Projected Sprint Planning:

Issue Id	Issue Name	Assignee	Expected Start Date	Expected End Date	Deliverable
CP8117P15-1	Single-Player Mode for the game	Aneerban Chakraborty, Rakshana Bagavathi, Rohan Aswani	8 th March	16 th March	SinglePlayerMode.apk
CP8117P15-5	Party mode	Aniruddh Reddy Gotike, Manak Agrawal, Aishwarya Reddy Mannem	17 th March	20 th March	Game.apk

Effective Sprint Planning:

Issue Id	Issue Name	Assignee	Actual Start Date	Actual End Date	Deliverable
CP8117P15-1	Single-Player Mode for the game	Aneerban Chakraborty, Rakshana Bagavathi, Rohan Aswani	8 th March	19 th March	SinglePlayerMode.apk
CP8117P15-5	Party mode	Aniruddh Reddy Gotike, Manak Agrawal, Aishwarya Reddy Mannem	--	--	--

Review of the Iteration:

- We were able to successfully complete integration of the Single player mode which was a major blocker.
- Integration took a lot of time so need to take care of planning integrations in further times.

Retrospective and future works:

Issues:

- Planning for integration was underestimated.

Improvements:

- Give more time to integration in planning.

Future Works:

- Work on Party Mode.