

# Sprint 1 Report

## Objective of the sprint:

To get the basic functionality of the game single player mode up and running.

## User roles:

1. Manak Agarwal – Object designer
2. Aishwarya Reddy Mannem– Tester
3. Aneerban Chakraborty - Developer
4. Rakshana Bagavathi – Developer
5. Anirudh Reddy Gotike was- Developer
6. Rohan Maheshkumar Aswani - Scrum Master

## Tasks:

1. Falling ball Mechanics
2. Face Tracking
3. Integrating Falling Object with Face Tracking
4. 3D Avatar creation
5. Research and learning on multiplayer online game development.
6. Making 3d model design of fireball
7. Making 3d model design of coin in blender

## Projected Sprint Plan

Tasks	Task Name	Assignee	Expected Start Date	Requirement	Design	Implementation	Testing	Expected End Date	Deliverable
CP8117 P15-10	Falling ball Mechanics	Rakshana Bagavathi	31-01-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	APK of face tracking
CP8117 P15-15	Face Tracking	Aneerban Chakraborty	31-01-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	APK of game mechanics
CP8117 P15-16	Integrating Falling Object with Face Tracking	Aishwarya Reddy Mannem	09-02-2022	10-02-2022	11-02-2022	12-02-2022	13-02-2022	13-02-2022	Combined APK of game
CP8117 P15-17	3D Avatar creation	Manak Agarwal	31-01-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file
CP8117 P15-4	Research and learning on multiplayer online game development.	Anirudh Reddy Gotike	31-01-2022	--	--	--	--	13-02-2022	document of steps
CP8117 P15-12	Making 3d model design of fireball	Manak Agarwal	31-01-2022	02-Feb	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file
CP8117 P15-13	Making 3d model design of coin in blender	Manak Agarwal	31-01-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file

## Effective Sprint Plan

Tas ks	Task Name	Assignee	Actual Start Date	Requirement	Design	Implementation	Testing	Actual end date	Delive rable
CP8117 P15-10	Falling ball Mechanics	Rakshana Bagavathi	01-02-2022	02-02-2022	06-02-2022	12-02-2022	13-02-2022	13-02-2022	APK of face tracking

CP8117 P15-15	Face Tracking	Aneerban Chakraborty	01-02-2022	02-02-2022	06-02-2022	12-02-2022	13-02-2022	13-02-2022	APK of game mechanics
CP8117 P15-16	Integrating Falling Object with Face Tracking	Aishwarya Reddy Mannem	--	--	--	--	--	--	Combined APK of game
CP8117 P15-17	3D Avatar creation	Manak Agarwal	01-02-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file
CP8117 P15-4	Research and learning on multiplayer online game development.	Anirudh Reddy Gotike	01-02-2022	--	--	--	--	--	document of steps
CP8117 P15-12	Making 3d model design of fireball	Manak Agarwal	01-02-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file
CP8117 P15-13	Making 3d model design of coin in blender	Manak Agarwal	01-02-2022	02-02-2022	04-02-2022	09-02-2022	10-02-2022	10-02-2022	blend file

## Review of the Iteration:

1. In this iteration we completed the basic functionalities of AR component and gameplay
2. We planned to complete an entire integrated Single player mode of the game; however, we have only been able to achieve individual tasks and integration tasks have remained pending.
3. In this sprint we also gathered the knowhow on how to perform online multiplayer mode to analyse the efforts and risks related to online multiplayer mode.
4. The customer was happy with the progress and the gameplay videos of the game.
5. The major difficulty we faced was in implementing the AR component in Unity game. It was quite more complicated than what was thought about it in the design phase.

## Retrospective and Future Works:

#### Issues:

1. Design phase of the AR component was not so detailed.
2. Technological Know How of Unity is lacking.

#### Improvements:

1. Design phase to be more detailed for the upcoming features
2. Spend more time in requirements phase of the next feature in knowing all functionalities of Unity relating to the feature.

#### Future works:

1. Carry forward the task of integration.
2. Add a story to complete Party Mode.

# Sprint 2 Report

**Iteration Dates: 14<sup>th</sup> Feb – 8<sup>th</sup> March (19<sup>th</sup> – 27<sup>th</sup> 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:**

<a href="#">CP8117P15-6</a>	Room Creation for multiplayer online mode
<a href="#">CP8117P15-1</a>	Single-Player Mode for the game
<a href="#">CP8117P15-5</a>	Party mode
<a href="#">CP8117P15-19</a>	Creating and Intergating Face mask

**Projected Sprint planning:**

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

<a href="#">CP8117P15-19</a>	Creating and Intergating Face mask	Manak Agrawal	3 <sup>rd</sup> March	8 <sup>th</sup> March	Game.apk
------------------------------	------------------------------------	---------------	-----------------------	-----------------------	----------

### Effective Sprint Planning:

Issue Id	Issue Name	Assignee	Actual Start Date	Actual End Date	Deliverable
<a href="#">CP8117P15-6</a>	Room Creation for multiplayer online mode	Aishwarya Reddy Mannem, Aniruddh Reddy Gotike	14 <sup>th</sup> Feb	3 <sup>rd</sup> March	Unity game commit
<a href="#">CP8117P15-1</a>	Single-Player Mode for the game	Rohan Aswani	14 <sup>th</sup> Feb	8 <sup>th</sup> Feb	SinglePlayerMode.apk
<a href="#">CP8117P15-5</a>	Party mode	Aneerban Chakraborty, Rakshana Bagavathi	--	--	PartyMode.apk
<a href="#">CP8117P15-19</a>	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: 8<sup>th</sup> March – 20<sup>th</sup> 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 <sup>th</sup> March	16 <sup>th</sup> March	SinglePlayerMode.apk
CP8117P15-5	Party mode	Aniruddh Reddy Gotike, Manak Agrawal, Aishwarya Reddy Mannem	17 <sup>th</sup> March	20 <sup>th</sup> 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 <sup>th</sup> March	19 <sup>th</sup> 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.



## Sprint 4 Report

**Iteration Dates:** 21<sup>st</sup> March – 4<sup>th</sup> April

**Objectives of the Sprint:**

Make the application more stable and implement multiplayer mode.

**User Roles:**

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

**Tasks:**

Issue Id	Issue Description
<a href="#">CP8117P15-2</a>	Rewards System for the game
<a href="#">CP8117P15-24</a>	Game crashes after every 2-3 seconds
<a href="#">CP8117P15-5</a>	Party Mode
<a href="#">CP8117P15-19</a>	Creating and Integrating Face Mask
<a href="#">CP8117P15-25</a>	Multiplayer Mode

**Projected Sprint Planning:**

Issue Id	Issue Description	Assignee	Expected Start Date	Expected End Date	Deliverable
<a href="#">CP8117P15-2</a>	Rewards System for the game	Rakshana Bagavathi	21 <sup>st</sup> March	2 <sup>nd</sup> April	Unity Project
<a href="#">CP8117P15-24</a>	Game crashes after every 2-3 seconds	Aneerban Chakraborty	21 <sup>st</sup> March	27 <sup>th</sup> March	Unity Project
<a href="#">CP8117P15-5</a>	Party Mode	Aneerban Chakraborty	28 <sup>th</sup> March	2 <sup>nd</sup> April	Unity Project
<a href="#">CP8117P15-19</a>	Creating and Integrating Face Mask	Manak Agrawal	21 <sup>st</sup> March	2 <sup>nd</sup> April	Unity Project
<a href="#">CP8117P15-25</a>	Multiplayer Mode	Anirudh Reddy Gotike	21 <sup>st</sup> March	2 <sup>nd</sup> April	Unity Project

### Effective Sprint Planning:

Issue Id	Issue Description	Assignee	Effective Start Date	Effective End Date	Deliverable
<a href="#">CP8117P15-2</a>	Rewards System for the game	Rakshana Bagavathi	21 <sup>st</sup> March	2 <sup>nd</sup> April	Unity Project
<a href="#">CP8117P15-24</a>	Game crashes after every 2-3 seconds	Aneerban Chakraborty	21 <sup>st</sup> March	2 <sup>nd</sup> April	Unity Project
<a href="#">CP8117P15-5</a>	Party Mode	Aneerban Chakraborty	-	-	-
<a href="#">CP8117P15-19</a>	Creating and Integrating Face Mask	Manak Agrawal	-	-	-
<a href="#">CP8117P15-25</a>	Multiplayer Mode	Anirudh Reddy Gotike	21 <sup>st</sup> March	-	Unity Project

### Review of the Iteration:

In this iteration we completed rewards system and fixed a major bug that causes the app to crash. We also implemented multiplayer mode.

### Retrospective and Future Works:

1. We have a better hold of Unity now.
2. Need to work on better sprint planning.
3. Given time and team resources need to only put one major feature in one sprint.
4. Need to integrate multiplayer mode with the latest version of the code.