Sprint / Week 4 / Individual Report

Team 12:

Scrum Report:

What did I do this week?

- Attended Sprint Planning Meet and wrote how many hours we spent on the tasks.
- Think how to change level when certain points are encountered.

What am I planning for next week?

- Study different conditions for increase/decrease in points.
- Achieving bonus points

What blockers do I have?

• None

XP Value:

The XP Core Value assigned to me is Simplicity.

Here what is needed and asked for is done. Value created for the investment made to date will be maximized.

- A simplified algorithm for finding when the level goes up(after getting a certain number of points)
- Simplify by discussing and deciding how to give the bonus points and where. A simplified way to achieve this out of all the ways was discussed and implemented.
- After coming up with various ways to solve a given problem (smaller modules), the most well suited option was selected to get a simplified solution.

Task Board:

| | | | | | Wes | ok #1 i | 10 hrs | / week | k) | | | Week #2 (10 | | | | | | | W | look #3 | 3 (10 hr | s / we | ek) | | | V | Veek # | 4 (10 h | rs / we | ek) | | |
|---|--|------------|------------------|-------|------|---------|--------|--------|------|------|--------|-------------|--------|------|-------|-------|-------|-------|-------|---------|----------|--------|-------|-------|-------|-------|----------|----------|----------|---------|-------|----------------------|
| | | | Initial Estimate | D1 | DZ | D3 | D4 | D5 | D6 | D7 | D8 I | | | | | | D14 | D15 | D16 | D17 | D18 | D19 | D20 | D21 | D22 | | | | | | D28 | 1 |
| | | | (Total Sprint | 10/31 | 11/1 | 11/2 | 11/3 | 11/4 1 | 11/5 | 11/6 | 11/7 1 | 1/8 11 | 1/9 1 | 1/10 | 11/11 | 11/12 | 11/13 | 11/14 | 11/15 | 11/16 | 11/17 | 11/18 | 11/19 | 11/20 | 11/21 | 11/22 | 11/23 | 11/24 | 11/2 | 5 11/26 | 11/27 | |
| Backlog Item | Task | Task Owner | Hours = 40 x 5) | | | | | | | | 150 14 | | | | 122 1 | | 107 | 100 | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | Ideal Burndown |
| | | | | 200 | 195 | 186 | 179 | 170 | 162 | 153 | 150 1 | 47 1 | 44 1 | 137 | 129 | 121 | 99 | 87 | 81 | 78 | 67 | 62 | 55 | 50 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Remaining Hrs (Total |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| As a game player, I would like to play the game in | Decide on number of Israelo for name | Anuja A | 10 | 10 | ۱ ۵ | 8 | 8 | , | | ا ۽ | | ۱. | , | 2 | 2 | 2 | 0 | | 0 | 0 | 0 | ١, | ١, | | | | | | | | | |
| various levels such as Level1. Level2.etc with | Decide on the score required for level change and increase | Anuja A | 10 | | 10 | | | 7 | 7 | 6 | | | 5 | 4 | 3 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | | 0 | _ | _ | - | - | - | + | + | - |
| increasing difficulty in each level | become on the acore required for rever change and increase | Panaja Pi | | 10 | 10 | Ť | , | | - | - | | <u> </u> | _ | 1 | - | - | | Ť | - | - | - | Ť | Ť | - | | | | | - | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Technical: State Design pattern to implement the | Class diagram with interface and various classes | | | ١ | ١ | l l | | | | | 10 | . | | | | | | | | 7 | ١. | ١. | ١. | Ι. | | | | | | | | |
| various levels with score as the deciding factor for | implementing the state pattern | Anuja A | 10 | 10 | | | | | | | | | | | 10 | 10 | 10 | 9 | 8 | | 6 | 5 | 5 | 4 | | _ | _ | _ | - | _ | _ | |
| each level change | Implement the state pattern in the game with above class | Anuja A | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 1 | 10 | 10 | 10 | 10 | 10 | 9 | 9 | 9 | 9 | 9 | 7 | 6 | | - | \vdash | \vdash | \vdash | + | + | - |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| is a game player, I would like to have an interactive | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| menu with options to start a new game and | Assign a key for user to be able to exit/pause the game | Anisha | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 5 | | 5 | 6 | 5 | 5 | 4 | 3 | , | 2 | 2 | ١. | Ι, | | | | | | | | | | |
| game game and instructions to work with the | Implement what screen to be able to excurpause the game | Anisha | 17 | | 16 | | | 13 | | | | | | | 9 | 8 | 6 | 6 | 6 | 6 | 6 | - | - | 4 | | - | - | - | - | - | - | - |
| game | Decide what screen to be displayed and benaviour of Decide what screen to be displayed when game is | Allona | - " | 111 | 10 | 10 | 116 | 13 | 12 | 12 | 12 | 16 1 | | .0 | 9 | 0 | 0 | 0 | | | 9 | ۳, | Τ, | 1 | | + | _ | | _ | + | + | 1 |
| Technical: Use Command design pattern to | started/exited | Anisha | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 1 | 10 | 10 | 10 | 10 | 10 | 7 | 7 | 5 | 3 | 3 | 1 2 | 3 3 | 8 | | | | | | | |
| implement an action and a receiver for starting the | | | - | | 1 | | | - | - | - | | Τ, | | - | | | | | _ | | _ | _ | Т, | т, | | | | | | | | |
| game and exiting the game | Activity Diagram | Anisha | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 1 | | | | | | | | |
| | Increase/Decrease the points based on different | | | | | | | | | | | | \neg | | | | | | | | | | | | | | | | | | | |
| | circumstances like obstacle collisions, level completion | | | | | | | | | _ | | | . | | | | | | | | | | | | | | | | | | | |
| | etc. | Anuja V | 13 | 13 | | 11 | | 9 | 8 | 7 | | | 6 | 6 | 5 | 5 | 4 | 4 | 4 | 7 | 3 | 3 | 1 | 1 | _ | - | - | - | - | - | - | |
| As a game player, I would like to view the score based on a set of activities completed or if I have | Increase the points when bonus object encountered. | Anuja V | 13 | 13 | 12 | 11 | 10 | 10 | 10 | 10 | 10 | 10 1 | 10 | 9 | 9 | 9 | 7 | 7 | 7 | 6 | 6 | (| | 5 . | | - | - | - | - | - | - | |
| collected the bonus points at all the times | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| collected the bonus points at all the times | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| Technical: Observe the activities of the 'current | Notify Level Up module when certain amount of points | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| score' class and notify the generate score module | collected | Anuja V | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 10 1 | 10 | 10 | 10 | 9 | 7 | 6 | 4 | 4 | 4 | 3 | 3 | 3 | | | _ | _ | | _ | _ | |
| as soon as any bonus points are collected | | | | | | | | | | | | | | | | | | | | | | | | 1 | 1 | | | | | | | |
| at the art are | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| | Use Case Oveniew | Anuja V | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | | | | | |
| | | | | | | | | | | | | | \neg | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| As a game player I should be able to see collision | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| of Actor with various obstacles handled depending | System Sequence Diagram | Aayush | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | | | _ | _ | _ | _ | _ | |
| on obstacle. | Decide on list of obstacles to be considered for collision | | | | ١ | l l | | | | | | І. | | . | 7 | | | | | | ١. | ١. | ١. | ١. | | | | | | | | |
| Technical: Chain of Responsibility to handle | handling. Create class diagram to get final list of classes | Aayush | 20 | 20 | 20 | 19 | 19 | 17 | 15 | 11 | 11 | 11 1 | 11 | 9 | 7 | 5 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | - | - | - | - | - | + | + | |
| collision of actor with various obstacles and walls. | Implementation of collision handling in the game | Aayush | 17 | 47 | 17 | 4.7 | 17 | 17 | 17 | 16 | 16 | 16 1 | 16 | 16 | 16 | 16 | 15 | 13 | 12 | 11 | 10 | 9 | ١. | 7 | | | | | | | | |
| collision of actor with various obstacles and walls. | imprementation of collision randing in the game | Aayusii | - 1/ | - 17 | " | 17 | 17 | 17 | 17 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 13 | 12 | | 10 | , | · ° | | - | _ | - | - | - | + | + | |
| | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | | | |
| As a user I would like to see various messages | | | 1 | | | | | | | | | | | | | | | | | | | | | | | 1 | | | | | | |
| displayed on screen which may be an instruction, | Decide on list of messages to be displayed for each level | Onkar | 20 | 20 | 20 | 18 | 16 | 14 | 12 | 11 | 10 | 9 : | 8 | 7 | 6 | 5 | 5 | 4 | 4 | 4 | 3 | 2 | 1 | 0 | | | | | | | | |
| current game level and/or score etc. | Implement class diagram to finalize list of classes and | | | | | | | | | | | T | | | | | | | | | | | | | | | | | | | | |
| | methods. | Onkar | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 1 | 10 | 9 | 8 | 7 | 5 | - 5 | 4 | 3 | 2 | 2 | 1 | 0 | - | - | - | - | - | - | - | |
| Technical: Factory pattern to generate various | Implementation of message object creation in the game | | | | ١ | ١ | 10 | | | 10 | | 10 1 | | 10 | 10 | 10 | 10 | 10 | | | | ١ | ١ | 10 | | | | | | | | |
| message objects. | using factory pattern. | Onkar | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 1 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | - | - | - | - | - | _ | _ | |
| Team: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Aavush Agrawal | 10 hours / Week | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Anisha Heade | 10 hours / Week | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Anuia Asalkar | 10 hours / Week | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Anuja Asaikar Anuja Vaidua | 10 hours / Week | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Onkar Ganiewar | 10 hours / Week | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Total Available Hours During Sprint: | 200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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Burn Down:

