Sprint / Week 3 / Individual Report

Team 12:

<u>Scrum Report:</u>

What did I do this week?

- Attended Sprint Planning Meet and wrote how many hours we spent on the tasks.
- Decide on set of keys to be used as control keys in game
- Work on the Activity Diagram

What am I planning for next week?

- Think about the game commands like what set of keys is to be used as control keys in the game.
- Assign a key for user to be able to exit/pause the game.
- Decide if any changes will be made to the game's state

What blockers do I have?

- None

<u>XP Value:</u>

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.

- This week we decided how to go ahead with smaller modules instead of solving a big problem at once.
- Made sure that smaller tasks assigned to the team members were solvable and no extra efforts/time was put into it.
- Made sure to have a simplified and effective algorithm to a particular task assigned for the week.

Task Board:

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	D1 10/31	D2 11/1	D3 11/2	D4 11/3	D5 11/4	D6 11/5	D7 11/6	D8 11/7	D9 11/8	D10 11/9	D11 11/10	D12 11/11	D13 11/12	D14 11/13	D15 11/14	D16 11/15	D17 11/16	D18 11/17	D19 11/18	D20 11/19	D21 11/20	D22 11/21	D23 11/22	D24 11/23	D25 11/24	D26 11/25	D27 11/26	D28 11/27	
			200	200	193	186	179	172	165	157	150	143	136	129	122	115	107	100	93	86	79	72	65	57	50	43	36	29	22	15	0	Ideal Burndown
				200	195	186	179	170	162	153	150	147	144	137	129	121	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Remaining Hrs (Total)
As a game player, I would like to have an interactive menu with options to start a new game, resume a game, pause a game, exit a game and help option	Decide on list of possible states for game	Aayush	10	10	9	8	8	7	6	6	5	4	3	3	2	2	0															
	Decide on list of triggers which can cause state change.	Aayush	10	10	10	9	8	7	7	5	5	5	5	4	3	2	0															
Technical: State Design pattern to implement interaction among different game states like game start state, game main menu state, game over state etc	Implement possible actions in each state.	Aayush	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10															
	Implement responses (state change) of all triggers.	Aayush	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10															
As a game player, I would like to move left, right and jump in the game using keyboard so that I can navigate around	Decide on set of keys to be used as control keys in game	Anuja V	10	10	9	8	7	6	5	5	5	5	5	5	4	3																
	Assign a key for user to be able to exit/pause the game	Anuja V	17	17	16	15	14	13	12	12	12	12	11	10	9	8	6															
Technical: Use Command design pattern to implement an action and a receiver for left, right, up and down key press activity each	Decide if any changes will be made to the game's state	Anuja V	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10															
	Activity Diagram	Anuja V	3	3	3	3	3	3	3	3	3	3	3	3	3	3	1															
As a game player, I would like to view the score based on a set of activities completed or if I have collected the bonus points at all the times	Increase/Decrease the points based on different circumstances like obstacle collisions, level completion etc.	Anuja A	13	13	12	11	10	9	8	7	6	6	6	6	5	5	4															
	Increase the points when bonus object encountered.	Anuja A	13	13	12	11	10	10	10	10	10	10	10	9	9	9	7															
Technical: Observe the activities of the 'current score' class and notify the generate score module as soon as any bonus points are collected	Notify Level Up module when certain amount of points collected	Anuja A	11	11	11	11	11	11	11	11	11	10	10	10	10	9	7															
	Use Case Overview	Anuja A	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2															
As a game player I should be able to see and select various modes for the game	System Sequence Diagram	Anisha	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3															
	Research various UIs and the different settings available for them and decide on the views for each stage that is	Anisha	20	20	20	19	19	17	15	11	11	11	11	9	7	5	1															
Technical: Decorator pattern to implement the various modes	Implementation of various Screens in the game	Anisha	17	17	17	17	17	17	17	16	16	16	16	16	16	16	16															
As a user I would like to tackle obstacles	Decide obstacles to be faced by the user for each level	Onkar	20	20	20	18	16	14	12	11	10	9	8	7	6	5	5															
	Decide various options that will be provided to the player to overcome/tackle these obstacles	Onkar	10	10	10	10	10	10	10	10	10	10	10	9	8	7	5															
Technical: Factory pattern to generate various types of obstacles	Implement Class diagram	Onkar	10	10	10	10	10	10	10	10	10	10	10	10	10	10																

Team:	
Aayush Agarwal	10 hours / Week
Anisha Hegde	10 hours / Week
Anuja Asalkar	10 hours / Week
Anuja Vaidya	10 hours / Week
Onkar Ganjewar	10 hours / Week
Total Available Hours During Sprint:	200

Burn Down:

Burndown #3

Legend:
- Series1 (blue)
- Series2 (red)
- Series3 (orange)
- Series4 (green)
- Series5 (blue)
- Series6 (red)
- Series7 (orange)
- Series8 (green)

Left vertical axis title

X-axis: 10/31, 11/1, 11/2, 11/3, 11/4, 11/5, 11/6, 11/7, 11/8, 11/9, 11/10, 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, 11/25, 11/26, 11/27

Y-axis: 0, 50, 100, 150, 200, 250