Team 12:

Scrum Report:

What did I do this week?

- Studied available tutorials on Internet: Audio-Visual animation.
- Explored JMonkey features and APIs
- Studied documents available on www.jmonkeyengine.org and other websites-
    1. Animation
    2. Audio
    3. Video
- Attended Sprint Planning Meet and wrote user stories for class project.

What am I planning for next week?

- Think about the game commands like what set of keys to be used as control, etc.
- Assign a key for user to be able to exit/pause the game

What blockers do I have?

- None

XP Value:

The XP Core Value assigned to me is Simplicity.

Task Board:

CMPE 202 - Sample Sprint Task Sheet - Excel

Backlog Item	Task	Task Owner	Initial Estimate (Total)
			240
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	
	Decide on list of triggers which can cause state change.	Aayush	
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	
	Implement responses (state change) of all triggers.	Aayush	
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	
Technical: Use Command design pattern to implement an action and a receiver for left, right, up and down key press activity each	Assign a key for user to be able to exit/pause the game	Anuja V	
	Decide if any changes will be made to the game's state here	Anuja V	
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.	Anuj A	
	Increase the points when bonus object encountered.	Anuj A	
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	Anuj A	
As a game player I should be able to see and select various modes for the game	Research various UI that are available for different modes.	Anisha	
Technical: Decorator pattern to implement the various modes	Decide on the number of views that are applicable for the game	Anisha	
As a user I would like to tackle obstacles			
Technical: Factory pattern to generate various types of obstacles	Decide obstacles to be faced by the user for each level	Onkar	
	Decide various options that will be provided to the player to overcome/tackle these obstacles	Onkar	

Ideal Burndown
Remaining Hrs (Total)

Sprint #1 | Burndown #1