

## **Sprint / Week 2 / 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.
- Decide on what keys is to be used as control keys in the game.
- Started working on assigning a key for user to be able to exit/pause the game

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.

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. Initially when we were planning how to go about for the project, it seemed a lot to go ahead with. But we simplified the project into small modules and thought about how to go ahead with small modules at a time. We have made some real life relation to the module and solved them based on that.

## Task Board:

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	D1	D2	D3	D4	D5	D6	D7	D8	D9
				10/31	11/1	11/2	11/3	11/4	11/5	11/6	11/7	11/8
				200	193	186	179	172	165	157	150	143
			200	112	106	101	96	92	89	87	0	0
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  Technical: State Design pattern to implement interaction among different game states like game start state, game main menu state, game over state etc	Decide on list of possible states for game	Aayush	10	9	8	8	7	6	6	5		
	Decide on list of triggers which can cause state change.	Aayush	10	10	9	8	7	7	5	5		
	Implement possible actions in each state.	Aayush	10	10	10	10	10	10	10	10		
	Implement responses (state change) of all triggers.	Aayush	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  Technical: Use Command design pattern to implement an action and a receiver for left, right, up and down key press activity each												
	Decide on set of keys to be used as control keys in game	Anuja V	10	9	8	7	6	5	5	5		
	Assign a key for user to be able to exit/pause the game	Anuja V	17	16	15	14	13	12	12	12		
	Decide if any changes will be made to the game's state here	Anuja V	10	10	10	10	10	10	10	10		
	Activity Diagram	Anuja V	3	3	3	3	3	3	3	3		
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  Technical: Observe the activities of the 'current score' class and notify the generate score module as soon as any bonus points are collected	Increase/Decrease the points based on different circumstances like obstacle collisions, level completion etc.	Anuja A	13	12	11	10	9	8	7	6		
	Increase the points when bonus object encountered.	Anuja A	13	12	11	10	10	10	10	10		
	Notify Level Up module when certain amount of points collected	Anuja A	11	11	11	11	11	11	11	11		
	Use Case Overview	Anuja A	3	3	3	3	3	3	3	3		
As a game player I should be able to see and select various modes for the game  Technical: Decorator pattern to implement the various modes												
	System Sequence Diagram	Anisha	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	9	9	8	7	5	2	2	0		
	Implementation of various Screens in the game	Anisha	28	28	28	28	28	28	27	27		
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	20	20	18	16	14	12	11	10		
	Decide various options that will be provided to the player to overcome/tackle these obstacles	Onkar	10	10	10	10	10	10	10	10		
	Implement Class diagram	Onkar	10	10	10	10	10	10	10	10		

<b>Team:</b>	
Aayush Agarwal	
Anisha Hegde	
Anuja Asalkar	
Anuja Vaidya	
Onkar Ganjewar	

10 hours / Week  
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**Total Available Hours During Sprint:**

**200**

## Burn Down:

