

Sprint Reflection # 8

Context Project: Games

Group: 1 (a.k.a. Funky Donkey Studio)

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE DRAFT Final Report 18-06	3	2	yes	We didn't finish the whole report draft due to time constraints
DEADLINE (4 page) CHI PAPER DRAFT 18-06	3	1.5	yes	We had no feedback on our outline so we developed the ideas of the outlines and added a description of our game. We impatiently wait on feedback for this document to work on the final version of the chi play paper.
DEADLINE Script CHI Play video 18-06	3	1	yes	Was done quicker than expected, partly due to time constraints
DEADLINE Hand in code SIG 19-06	-	-	yes	Nice and clean code has been handed in
Clean up code and ensure enough test coverage	5	6	yes	We achieved an overall test coverages of higher than 75%, and removed all the checkstyle errors and bugs
DEADLINE Emergent architecture design FINAL 19-06	3	5	yes	.
DEADLINE FINAL presentations 19-06	3	-	-	

Prepare script for final presentation	3	4	yes	
DEADLINE Public game demo 19-06	3	6	yes	Gameplay not fully balanced for the demo but apart from this everything was well in place.
Implement obstacle spawning behaviour using the tiers system and combo count: <ul style="list-style-type: none"> • system for when you move on to next tier • which obstacles / powerups spawn during which tiers • target spawn behaviour per tier (increasingly difficult locations) • gradually increase difficulty with combo count 	4	8	yes	worked like a charm; tiers are announced text wise and a 'next level' sound is triggered
Find movable models (penguins/ polar bears/ whale/ spear/ spiked ball/ fishy targets/ power ups)	3	12	yes	Took a lot more time than anticipated, because we weren't sure to what extent we'd swap models, or just add textures to the boxes. We ended up going a bit over the top
Load scene with pretty background	2	4	yes	Nice snow mountain skybox and water added to give a more immersive feel to the game.
(code) Set penguin model rotation to its movement direction	2	1	yes	
Add gamification style graphical feedback on achieving higher combos tiers	3	5	yes	

Trigger appropriate sounds on events: obstacles collision / target collision / penguin spawn / combo lost / combo hits multiple of 10 / penguin saved / obstacle spawned / target spawned	4	8	yes	Many of the sounds were fully produced by our team. Tweaking was done and eventually many of the obstacle spawn sounds were removed because it didn't fit well and didn't add anything to the game (if not making it more confusing for the players).
Balance gameplay: <ul style="list-style-type: none"> • test on users • tweak difficulty • penguin physics 	4	12	yes	But gameplay is not 100% of what we are aiming for. This is process is expensive time wise.

Main problems encountered

Problem 1

Description:

Not much time for making the required documents.

Cause:

There were a lot of things we still wanted to implement in code and kept thinking of improvements that we wanted to add.

Impact:

Had to work late to get everything done.

Reaction:

Worked late and hard to get everything done.

Problem 2

Description:

We had to make difficult choices of what to implement: focus on graphics & sound ? balanced gameplay? or fix the last remaining bugs? or go over our code base again and try to apply neater design patterns and make our tests more meaningful

Cause:

Last week in which we could work on our game. We could not finish all we wanted to.

Impact:

Graphics were 'quickly' added, no particle effects (e.g. smoke where the lightning hits, or a 'snow explosion' where the yeti snowball impacts). Sound effects were all properly added but not fine tuned. Gameplay not balanced as much as we were aiming for. Sometimes the penguins get stuck into the wave and our code base is not perfect. But we found a nice balance between all these points and implemented everything to a point where it does not obstruct the game.

Reaction:

We had many meetings and divided the work in such a way that we could complete all our goals - but none perfectly. The game was in a presentable state in the end so despite this 'problem' we are satisfied.

Adjustments for the next sprint plan

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There will be no next sprint

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