

Sprint Reflection # 7

Context Project: Games

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

Task	Estimated effort	Actual Effort (hours)	Done (yes/no)	Notes
DEADLINE Emergent architecture design draft 12/06	-	-	yes	
Develop game architecture (class responsibilities, UML diagrams, etc)	4	12	yes	Lots of thought was put into this and UML was updated, refactoring was done.
Improve EAD taking into account the feedback given by the TA's	2	4	yes	
DEADLINE BETA testing plan 01/07 23:59	-	-	yes	
prepare and hand in BETA	1	2	yes	
			yes	
Add Eskimo (throws spear from right to left)	2	4	yes	done fast for beta deadline

Add Killer Whale (jumps from bottom)	2	4	yes	done fast for beta deadline
Add Yeti (throws snowball from the back)	2	4	yes	done fast for beta deadline
Add thunder (death from above)	2	4	yes	done fast for beta deadline
Add Polar bear (floats on ice block in front of the curve)	2	4	yes	done fast for beta deadline
Add ice-spiked ball (rolls on the curve)	2	1.5	yes	done fast for beta deadline
Have a notification on the spawning of an obstacle to show where it is going to spawn.	2	8	yes	Done for the obstacles where this is needed in order to be able to avoid them.
Spots on the wave that change properties like movement speed and bounciness	2	3	no	Start was made but did not get far enough, decided to scrap due to time pressure. (Also there are enough obstacles already.)
Ball speed (overall game speed) increase	2	1	no	Not very clear effect, scrapped because unnecessary and time pressure.
Growing snowball (invincibility)	4	5	yes	snow ball does not yet have a size limit
Implement obstacle spawning behaviour, the time when obstacles spawn	4	0.5	no	Simple implementation made for the beta, final spawning behaviour will be implemented for the release.

Make or find movable models (penguins/ polar bears)	3	2	no	Only the penguin models were found and edited, postponed because of beta feature lock
Construct scene with (static) models,	3	0	no	postponed. still partially done (during previous week): only the models still need to be added (but scene loads as expected).
Create a material for the Curve	3	0.2	Yes	we chose a simple jme3 white material
Animate penguins and polar bears	3	0	No	We decided to only rotate the penguin's orientation in the next sprint.
(code) Implement penguins/polar bears animation behaviour	2	0		see above note
Implement the loss of combo points progress and make combo point system more entertaining	3	0.5	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	2	0	No	We had to refactor the controllers and factories (most of the sounds will be triggered in the controller classes)

Main problems encountered

Problem 1

Description:

Refactored a lot of code, tested a lot of code

Cause:

Many features were quickly added for the beta deadline but not following proper coding conventions

Impact:

Cost time. Some tasks were postponed

Reaction:

Spent two days refactoring and testing

Problem 2

Description:

Didn't get as much done as needed

Cause:

Sick group members (food poisoning)

Impact:

Considering we average out at 9h work pp per day we lost: $3 \text{ days} * 9 \text{ hours} = 27 \text{ hours} \dots$

(and our group is already one valuable member short since start of week 4!)

Reaction:

Graphics and sound postponed. The cost will be that the final game graphics will be minimal.

Adjustments for the next sprint plan

Adjustment 1

Description:

Finish all tasks on the sprint plan

Motivation:

We would like to finish the SE aspects and game project aspects of this course

Change:

Not much of a change but work a lot

Adjustment 2

Description:

focus less on graphics. Simplify what we wanted to implement

Motivation:

Gain time to complete other aspects of game

Change:

rethink which 3d models to use and if / how they are animated