

**Team Member Name:** David Sincyr

**Role played:** Development Team

**Role duties and work performed this week:**

- Held Focus group
- Populated Focus group document
- Created and finished start menu within Unity
- Created and populated portions of the sprint review document
- Created and populated portions of backlog documents with team member
- Created Peer Review Report

**Issues encountered:**

- Start menu transition to proper scene
- Button animations
- Making a start menu animation that looks appealing and plays well

**Issues resolved:**

- All start menu issues besides the animation portion that were encountered were fixed by doing extensive studying as well as watching tutorials. Ended up having to trim the start menu down to get it into an acceptable state.
- Properly adding animations to buttons and applying scene transitions correctly was time consuming but are now in an acceptable state.

**Contribution Percentage:**

16.667%

**Team Member Name:** Michael Taylor

**Role played:** Development Team

**Role duties and work performed this week:**

- Used animation frames created last sprint to build an animation controller in Unity to give the characters animations in the game
- Identified bug in the executable build of the project
- Rebuilt game to include all files needed to start and launch Burger Breakout
- Updated Team Member Report

**Issues encountered:**

- Deciding on the framerate for game character animations
- Jump animation continuing to jump while air born
- Time crunch due to Covid-19 breakout

**Issues resolved:**

- Determined a visually appealing framerate through trial and error
- Given frame rate, calculated how many frames would be need for character to jump and transition back to the landing. After finding the apoapsis of the characters flight, was able to create a visually appealing jump animation.

**Contribution Percentage:**

16.667%

**Team Member Name:** Michael Rumohr

**Role played:** Development Team

**Role duties and work performed this week:**

- Updated Team Member Report
- Created Peer Review Report
- Created folder for Delivery 2 documents
- Assisted in the Focus group
- Created Sequence Diagrams

**Issues encountered:**

- Understanding the Unity game engine and creating background environments and getting them to work in our group's folder
- Effective coding in C#

**Issues resolved:**

- The SRS is in a much better place with major updates throughout the Requirement sections
- Received guidance on how to properly create environments compatible with our characters and upload them to the correct group folder.
- Still a work in progress but my overall understanding in C# language is increasing

**Contribution Percentage:**

16.667%

**Team Member Name:** Kevin Finley

**Role played:** Scrum Master

**Role duties and work performed this week:**

- Finished basic attacking system

**Issues encountered:**

- Creating an object without having it exist on the scene originally
- Editing attributes of a gameObject from a different script

**Issues resolved:**

- Learned how to create and use Prefabs to create objects
- Figured out how to use GetComponent to edit other gameObjects

**Contribution Percentage:**

16.667

**Team Member Name:** Cooper Dahlberg

**Role played:** Product Owner

**Role duties and work performed this week:**

- Updated Zenhub
- Populated Portion of Sprint Review Reports
- Assisted team members in finding resources applicable to their current goals
- Helped fix a bug in enemy movement
- Updated sequence diagram document.
- Implemented a health system + representation
- Implemented basic obstacle to damage player's health
- Implemented player death

**Issues encountered:**

- Some difficulties with file formatting due to Openoffice, seeking an alternative. Cannot save to any format that ends with an 'x'.
- UI as static screen overlay as opposed to a camera object may cause issues further down the road, can't be sure yet.
- In the case of Unity, still trying to understand how to safely merge branches without causing unwanted destruction.
- There are issues with the way that the player's damage is represented. Attempted to make damage cause character to "bounce" away in opposite direction, issues with physics causing unwanted motions.

**Issues resolved:**

- There was an issue with enemy movement which caused enemies to continue movement despite not being grounded on a ground layer, causing enemies to occasionally begin hovering away.
- I better understand how merging branches works in GitHub.

**Contribution Percentage:**

16.667%

**Team Member Name:** Ethan Esber

**Role played:** Development Team

**Role duties and work performed this week:**

- Updated Team Member Report
- Assisted in Focus Group
- Populated areas of the Focus group document
- Created Game Executable file
- Created Peer Member Report

**Issues encountered:**

- Had issues with .meta files from the Unity workspace cluttering the commits.

**Issues resolved:**

- Now have a better understanding of what .meta files to ignore, but still need to do more research into adding them to the gitignore file to make sure they don't keep popping up

**Contribution Percentage:**

16.667%

**Up to one page: Weaknesses and Strengths of the student from peers' point of view. Reports on the improvements and compare to the previous sprint and the plan for the next sprint's improvement.**

David's weaknesses are decreasing in the areas of C# and Unity game engine. However, due to exams, he has not been as active on discord, our primary way to communicate as a group. He has still been talking in scrum meetings but just not in between. He improved his working knowledge of the Unity game engine and got the new game user story in a working state. Compared to the previous sprint, he grew in the areas as described above by doing self-study and asking more questions during scrum meetings.

Cooper continued to show his strengths in Unity by further implementing the health system and enemy system. Cooper served as Product Owner this sprint giving him more experience with Zenhub. For next sprint, Cooper should investigate installing Microsoft Office provided free from the University Of Maine At Orono to help eliminate future formatting issues.

Michael Rumohr once again displayed his strength with documentation. As with learning new languages as well as applying them to a project, the one weakness is C# coding inside of Unity. There were significant improvements though in his understanding of the Unity game engine concerning applying an environment. Compared to the last sprint, Michael identified his weakness and improved upon it while keeping the same high standards in previous sprints.

Michael Taylor was instrumental in this sprint. He helped identify and fix a major bug that would have made the group lose a lot of points. Despite having to deal with moving out of the dormitory as well as moving back home he was able to complete his required work. For improvements in the next sprint there is nothing that comes to mind that can be suggested.

Kevin continued to improve his communication with the group and finished the Domain Model document. His strengths this sprint have been working on the documentation for the deliverable. For next sprint he should try and play around in Unity to improve his skills in C# and get enough experience to do more user stories and progress the game further.

Ethan Esber has made huge leaps in his understanding of Unity. He showed excellent confidence and finished his enemy script and thus the first enemy asset. His communications this week was less than last week, but it normally is excellent. Ethan has exhibited extraordinary artistic skills, but needs to remember to include his artwork for the project in the project folder so that the team may utilize it for the project. Ethan was very active and timely in terms of the documents.