

Sprint 3 Report

Job allocation:

Bowei Kou: implement projectile collision and enemy collision, map generate, map control. Fix enemy and projectile's collision bugs.

Jinjin Zhang: Implement the camera, fix characters' and blocks' issues, fix the movement of the projectile.

Meng Gao: Implement characters' and blocks' collision, map control, and jump and character position problems. Fix block's generation.

Chenxi Zhang: Implement the item's collision and interaction. Finishing the final review.

Yihang Hang: Implement the menu and choose the controller. Finishing the final review.

Process:

Week 7: We met on week 7 Saturday and allocated each person's issues. Also, we planned how much work should we finish on the check-in.

Week 8: We started to work on these issues. And we start reviewing each code and preparing for the check-in assignment. Before the end of week 8, we finished the character collision, projectile collision, and enemy collision, also we got a base map. The rest of the issue is a collision with blocks and items, the gap between the floor and the small Mario, and different map choices and menus.

Week 9: We kept working on the remaining issues that the grader mentioned in check-in comments, and successfully finished most of the issue.

Conclusion and Review:

We made a serious mistake in the assignment of complex tasks, we did not have a clear perception of the amount of work involved in each task, for example, collision is a very large one and cannot be accomplished by 1 person. We decided to increase the number of weekly meetings from 1 to 2 per week, thus ensuring that everyone would have enough opportunities to share their progress and difficulties.

At the same time, we also needed to adjust the deadline for each task, we had originally planned to complete all tasks on the check-in and sprint3 deadline day, but this resulted in us being very rushed on the last day, with a large number of remaining tasks waiting to be completed. So we decided to move the team's deadline up two days to ensure we had two days to integrate the code and fix bugs.

Overall, we were satisfied with the tasks in sprint3, generally completing the majority of the tasks and making sure that any bugs that were found were fixed.