SPRINT REPORT

SPRINT NUMBER:	2	SCRUM MASTER:	Harvey Alde	PROJECT:	Creatures of the Deep
Start Date		19/04/2018		**End Date**	26/04/2018

NUMBER OF TASKS SCHEDULED:		7	
TASKS COMPLETED	3.5	**TASKS REMAINING**	4.5
TOTAL HOURS SCHEDULED	39	**TOTAL HOURS COMPLETED**	18.5

SPRINT OBJECTIVES

TASK No.	TASK	ESTIMATED HOURS	HOURS CONSUMED	PERECENT COMPLETE	ASSIGNED TO
1	Enemy movements for each wave	4	6	14%	Harvey Alde
2	Add Start Menu	4	0	0%	Harvey Alde
3	Add Pause Menu	3	0	0%	Harvey Alde
4	Create Plane	8	7	100%	Axcell Leandro
5	Create Buff Icons	3	2	100%	Axcell Leandro
6	Create Shield	2	0.5	100%	Axcell Leandro
7	Create Jelly Fish	7	2	50%	Emilia Jones
8	Create Shrimp	8	1	0%	Emilia Jones

TASK No.	TASK	SUB-TASKS	COMPLETE
1	Enemy movements for each wave	Wave 1: 3 waves of 6 Shrimps - Spawn from TR of screen, first group of 6 moves from TR to TL, second group of 6 moves from TR to ML and third group of 6 moves from TD to BL.	Yes
		Wave 2: 3 waves of 6 Prawns - Spawn from TR, MR and BR of screen, first group of 6 moves from TR to BL (3 units left, 3 units down until off screen), second group of 6 moves from MR to TL/BL (3 units left, 3 units up until off screen & 3 units left, 3 units	No

		down until off screen, alternating).	
		Wave 3: 3 waves of 6 Prawns - Spawn from TR, MR and BR of screen, moving towards left side, completing two circles midway through.	No
		3 Waves of Shrimps - Spawn from TTL, ML and BBL of screen, first group of 6 moves from TTL to BR (3 units right, 3 units down until off screen), second group of 6 moves from ML to TR/BR (3 units right, 3 units up & 3 units right, 3 units down until off screen, alternating.	No
		Wave 4: Combine Wave 3 with 10 Jellyfish - Randomly spawn from bottom of the screen, fluttering upwards with random left/right direction.	No
		Wave 5: 2 waves of 6 Shrimps (0.5 seconds from each other) - Spawn from TR and BR of the screen, first group of 6 spawning from TR moves from TR to BL (3 units left, 3 units down until off screen), second group of 6 moves from BR to TL (3 units left, 3 units up until off screen).	No
		Wave 6: Respite - 10 seconds of no enemies.	No
		Wave 7: Pacu Fish Fight with Turret - 8 figure movement, shoots back at player (2 shots, 0.5 seconds apart) every 1.5 seconds, Turret to add onto difficulty.	No
4	Create Plane	Model	Yes
		UV Map	Yes
		Texture & Normals	Yes
7	Create Jelly Fish	Model	No
		UV Map	No
		Texture & Normals	No
8	Create Shrimp	Model	No
		UV Map	No
		Texture & Normals	No

TASKS ACHIEVED	TASKS UNACHIEVED
1 – Enemy movements for each wave*	1 – Enemy movements for each wave*
4 – Create Plane	2 – Add Start menu
5 – Create Buff Icons	3 – Add Pause Menu
6 – Create Shield	7 – Create Jelly Fish
	8 – Create Shrimp

ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION
Task 1: Re-programming the waves and fixing bugs took lots of time.	Coding the rest of the waves can be completed next week with allocated time. New estimated hours of completion – 2 hours per wave.
Task 2: Have not yet considered a creative Title Menu	Will return to this Task in later development
Task 3: Have not yet considered a creative Pause Menu	Will return to this Task in later development
Task 7: Saved as wrong format	Ensure saving in correct format – don't rely on autosave settings
Task 8: Personal issues	Acxell or Harvey to take over

FEATURES IMPLEMENTED

Acxell's ship design
First wave of Shrimps with updated coding and bug fixes

FIXES

Acxell fixed the albedo for the Plane to have a more creative and original icon
Re-designed how the spawning of enemies are done through code – required for implementing the wave patterns
Changed the shield to wrap around the Plane model instead of an orb

VERSION NUMBER	1