SPRINT REPORT

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SPRINT NUMBER:** | 3 | **SCRUM MASTER:** | Acxell Leandro | **PROJECT:** | Creatures of the Deep |

|  |  |  |  |
| --- | --- | --- | --- |
| **Start Date** | 19/04/2018 | **End Date** | 26/04/2018 |

|  |  |
| --- | --- |
| **NUMBER OF TASKS SCHEDULED:** | 7 |

|  |  |  |  |
| --- | --- | --- | --- |
| **TASKS COMPLETED** | TBC | **TASKS REMAINING** | TBC |
| **TOTAL HOURS SCHEDULED** | 39 | **TOTAL HOURS COMPLETED** | TBC |

# SPRINT OBJECTIVES

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TASK No.** | **TASK** | **ESTIMATED HOURS** | **HOURS CONSUMED** | **PERECENTCOMPLETE** | **ASSIGNED TO** |
| 1 | Enemy movements for each wave | 6 |  |  | Harvey Alde |
| 2 | Create Pacu | 8 |  |  | Acxell Leandro |
| 3 | Create Prawn | 5 |  |  | Acxell Leandro |
| 4 | Create Shrimp | 4 |  |  | Acxell Leandro |
| 5 | Create Buff Icons | 2 |  |  | 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 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. |  |
|  |  | 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. |  |
|  |  | Wave 4: Combine Wave 3 with 10 Jellyfish - Randomly spawn from bottom of the screen, fluttering upwards with random left/right direction. |  |
|  |  | 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). |  |
|  |  | Wave 6: Respite - 10 seconds of no enemies. |  |
|  |  | 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. |  |
| 2 | Create Pacu | Model |  |
|  |  | UV Map |  |
|  |  | Texture & Normals |  |
| 3 | Create Jelly Fish | Model |  |
|  |  | UV Map |  |
|  |  | Texture & Normals |  |
| 4 | Create Shrimp | Model | Yes |
|  |  | UV Map | Yes |
|  |  | Texture & Normals |  |
| 5 | Create Buff Icons | Speed Buff |  |
|  |  | Twin Shot Buff |  |
|  |  | Movement Speed Buff |  |
|  |  | Attack Speed Buff |  |

|  |  |
| --- | --- |
| **TASKS ACHIEVED** | **TASKS UNACHIEVED** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# ISSUES/ BUGS/ DISTRACTIONS

|  |  |
| --- | --- |
| **ISSUE** | **MITIGATION** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**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** | 3 |