SPRINT REPORT

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| **SPRINT NUMBER:** | 2 | **SCRUM MASTER:** | Harvey Alde | **PROJECT:** | Creatures of the Deep |

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

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

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

# SPRINT OBJECTIVES

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| **TASK No.** | **TASK** | **ESTIMATED HOURS** | **HOURS CONSUMED** | **PERECENTCOMPLETE** | **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 |  |  | Axcell Leandro |
| 6 | Create Shield | 2 | 0.5 | 100% | Axcell Leandro |
| 7 | Create Jelly Fish | 7 |  |  | Emilia Jones |
| 8 | Create Shrimp | 8 |  |  | Emilia Jones |
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| **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. |  |
| 4 | Create Plane | Model | Yes |
|  |  | UV Map | Yes |
|  |  | Texture & Normals | Yes |
| 7 | Create Jelly Fish | Model |  |
|  |  | UV Map |  |
|  |  | Texture & Normals |  |
| 8 | Create Shrimp | Model |  |
|  |  | UV Map |  |
|  |  | Texture & Normals |  |

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| **TASKS ACHIEVED** | **TASKS UNACHIEVED** |
| 1 – Enemy movements for each wave\* | 1 – Enemy movements for each wave\* |
| 4 – Create Plane | 2 – Add Start menu |
| 6 – Create Shield | 3 – Add Pause Menu |
|  | 5 – Create Buff Icons |
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# ISSUES/ BUGS/ DISTRACTIONS

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| **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 5: TBC with Acxell |  |
| Task 7: TBC with Emilia |  |
| Task 8: TBC with Emilia |  |
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**FEATURES IMPLEMENTED**

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| Acxell’s ship design |
| First wave of Shrimps with updated coding and bug fixes |
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**FIXES**

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| 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 |
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| **VERSION NUMBER** | 1 |