**Evidence**

**Extreme Programming and Pair Programming.**

In our project’s first sprint we used extreme programming to evidence this you can see from our sprint backlog when we have given such tasks as knockback code, impassable object code, picking up loot code and taking damage code, so to do these tasks we would use extreme programming and the method to do with extreme programming which is pair programming to each take in turns to code and then when one person was coding the other two people would look at what they have done to see if they could improve it or if the person go stuck on a part of the code then the other two helped with the solution. Also another example of extreme programming would be when we uploaded to Git Hub, then the others in the group would look at the code and see if there was a better way to improve it or adapt it to find the best possible solution.

**Scrum is used as a development methodology and team velocity**

In our project we used scrum to conduct how we would plan and produce our project, the evidence that we have to prove this is the product backlog, the scrum backlog which includes the sprint burn down chart. We created the Scrum by first making the sprint backlog of what we wanted to include in the game then from the scrum backlog we created the sprint backlog which is what points from the scrum backlog we felt that we could do in the 3 week sprint time limit that we had then we used story point which rated each points in both backlogs difficulty and we added up all of the story points in the sprint to give us the team velocity estimate for the sprint.

**Test first development**

**Acceptance criteria**

For the acceptance criteria we would look at this while we were creating the objects, what we would as ourselves is that if it works then does it do what it is supposed to do, then if it does this does it look professional for it purpose. An example of this would be the sword as to start with we had the basic working sword that worked but to make it look professional we added in a swing which made the sword look like it was being swung.

**Iterations**

We are going to use iterations in the Scrum for example Sprint 1, 2 & 3 to create and improve on parts of our project.

However in our Sprint 1 we used iterations to create basic classes such as the sword, gun and enemy classes. Then we the basic class was created for example the enemy class to start with was only an enemy that moved. Then it was improved to make it so that it followed the character, then it was made to attack and take health off of the character and finally it was made so that when the enemy was killed it would split into 4 pieces to represent it being chopped by the sword.

You can also refer to our git hub as an example of iterations as each commit is a different version of the project and then each time it is committed, the project will have been improved in some way to make it better.

**The way the team formed tasks**

We formed tasks by sitting as a group and discussing what each of us wanted out of the game and the best points would be written down on the product backlog and then when we felt that we had enough we refined the points so that they all suited the game that we were making

The way that the team assigned the tasks was we put the necessary tasks into the sprint backlog then we went down each task on at a time and we discussed who wanted the task, normally one of us put ourselves forward. However if we all felt that the task was particularly hard then we would assign the task for all of us to do using the pair programming technique.

**Evidence of using Git**

We used git to manage the different versions of our product. The Git url is: https://git.cs.kent.ac.uk/ai261/Ascension\_project.git