

Sprint 1 Report - CMPS 115

Product Name: Amazing Maze

Team Name: Maze Runners

Date: 02/09/2015

Actions to stop doing:

1. Overlooking quality of work
2. Focusing on one part of the game and moving on to other features
3. Making assumptions that the user will automatically know every feature of the game

Actions to start doing:

1. Talk more and share more ideas.
2. Do more testings.
3. Thinking more about how the customer would play the game if they were a new player
4. Utilizing tools that Marmalade game engine has to offer in order to get tasks completed more effectively

Actions to keep doing:

1. Have constant meetings and chats about the project.
2. Double check each other's code to make sure the compatibility.
3. Following good Scrum practices
4. Assigning tasks that will keep the project flowing while helping other members of the team reach their goals as well.

Work completed/not completed:

User Story #1: As a player of the game, I want to finish the maze.

Task 1 : Create a function that can draw a maze(2 days) **(Completed)**

Task 2: Have a starting point within the generated maze where the player can spawn when prompting the game to start (2 hours) **(Completed)**

Task 3: Allow a "success" message to be given to the player when he/she finishes the maze (30 min) **(Not Completed)**

Task 4: Test that the game generates and displays a maze with doors and walls upon the start of "Play" being pressed **(Completed)**

User Story #2: As a player I want a welcome menu that allows me to decide when to start playing the game.

Task 1: Create an opening "Welcome" to the user to display the name "AmazingMaze" **(Completed)**

Task 2: Create a basic menu page that has a "Start" button which generates a maze **(Completed)**

Task 3: Test that menu is displayed at the appropriate times and that the player is not interrupted by an unwanted menu **(Completed)**

User Story #3: As an application developer, I want to player to just control their character with

simple directional button.

Task 1: Create basic directional buttons for “Up”, “Down”, “Left”, and “Right” for the player to touch for movement **(Completed)**

Task 2: Allow the player to move around within the maze with touch-based functionality **(Completed)**

Task 3: Test that the player only moves according to what the user inputs **(Completed)**

Work completion rate:

Total number of days: 14 days

User stories/day and ideal work hours/day figures:

User stories/day: 3 user stories/14 days = 0.21 user stories/day; 7 story points/day

Ideal work hours/day: 30 hours/14 days = 2.15 hours/day

Average user stories/day: 0.21 User Stories/day

Product backlog with completed points towards user stories

Sprint 1 Backlog			Sprint 1 (2 Weeks)													
User Story #	User Stories (Features)	Initial Estimate	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10	Day 11	Day 12	Day 13	Day 14
1	Finishing Maze	40	5	7	7	9	9	12	18	18	25	25	30	35	38	40
2	Welcome Menu	10	2	2	2	2	2	2	6	6	6	6	10	10	10	10
3	Player Controller	30	5	5	5	9	9	10	13	13	20	20	25	25	30	30
Total Effort		80	68	66	66	60	60	56	43	43	29	29	15	15	7	0

Sprint 1 Burndown chart which demonstrates efforts towards completing story points corresponding to user stories.

