

# Individual Iteration Report

Jeffrey Simpson

Team 4

Iteration 1

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## Team Data

	Planned	Completed	In Progress
By Team	38	36	2
By Jeffrey Simpson	10	10	2

## User Stories Completed This Iteration

- Initialize the GitLab repository
  - For this I had to find a way to easily push files from Unity to GitLab. Unity creates a lot of files that are not needed for collaboration so research went into finding out which ones are necessary. I also had to create an initial project in Unity with all the necessary settings for our project needs
- As a player, I want a main menu so that I can navigate the game
- As a developer, I want the level select screen and the main menu to be in one scene to increase efficiency and reduce size
  - It was important to combine the start menu and the level select menu into one Unity scene so that there wouldn't be a loading time between the different menus. This was done by overlaying the menus on top of each other and disabling the one that wasn't in use
- As a Clayton employee, I want the start page/main menu to incorporate Clayton Homes branding to that it is clear who the game is made for/by
  - A lot of thought went into how the main menu should look. My background in photography was useful for creating a main menu that is aesthetically pleasing to look at but also uses clayton approved colors. Many of the assets used (such as the buttons for example) had to be made from scratch.
- As a player, I want there to be obstacles that I can collide to provide a challenge
  - For this I had to get the obstacles in the driving game to spawn in randomly, move down the screen, have collision detection, and disappear on collision with the truck.

## User Stories Started But Not Completed

- None

## User Stories Planned But Not Started

- As a player, I want a pause menu so that I can go back to the main menu or restart any time.
  - This was not completed because I picked up an additional story that was deemed more important. The pause menu is something that could be implemented later but the additional story (obstacle spawning) was needed for other members to accomplish their tasks and it was also worth 2 points.