Sprint 3 Report

Heading:
Puzzle Dots
Team Llama Food
12/10/14

Actions to stop doing:
For all three sprints, we have been very efficient. We are completely satisfied with our current process. Our scrum meeting follows the rules (15 minutes, ask questions, ect) and each team member voices their ideas and concerns during the meetings. We are self-organized and collaborate well together.

Actions to start doing:
We should frequently update the Scrum Board whenever we are working on a task or have completed one. We definitely need to keep an eye out on what needs to be done if we have finished our required tasks. Its possible that we need to help each other more if a task is still stalling or requires more time/effort. We also need update our release plan as we begin to make changes to our tasks and user stories. Our team should be more accurate at estimating work tasks, since tasks were consistently under-estimated last sprint.

Actions to keep doing:
Our team does a good job with collaborative decision making. Since we all take turns being the Scrum Master it gives us a better understanding of how to split tasks, how to decide on what to do, and what still needs to be finished. We do well communicating online and in person. We make use of the time we have to work on our specific roles. We also should always take into account the assumption of change, discovery, and new ideas. Furthermore, we should keep having a working product in short cycles to get user/team member feedback and eliminate what is wasteful effort.

Work completed/not completed:

Completed:

Sprint1

User story 1: “As a product owner, I want a prototype that can demonstrate the core features of the game, so I know it is heading in the right direction.”

Task 1: Design a control scheme.
Task 2: Set up a development workspace.
Task 3: Create basic art resources to be used in alpha.
Task 3: Develop a game engine.
Task 4: Design and implement three basic levels.

User story 2: “As a product owner, I need an integration system, so the team can collaborate.”
Task 1: Set up github repository and add team members, TAs, and professor.
Task 2: Create google docs and powerpoints for collaboration and deliverables.

User story 3: “As a product owner, I want potential features demonstrated, so I can decide how to prioritize development.”
Task 1: Implement “collisions” into the game engine.
Task 2: Explanation of controls and game rules.
Task 3: Begin to set up website describing project as specified by Release Plan.

User story 4: “As a developer or programmer, I want to have a flexible code structure so I understand what changes done that arise during collaborative development.”
Task 1: Review each others code and make sure they have comments.
Task 2: Make sure code is in separate files, functions, and easy to understand.
Task 3: Test code to make sure revision didn’t break the working copy after every commit.

Sprint 2
User story 1: “As a product owner, I want a fully functional level, so I can begin testing the game on potential players.”
Task 1: Create a GUI that can read user handle player input, event handlers, keyboard inputs, mouse events.
Task 2: Create separate graphics object to draw components, group them together, and handles dots.
Task 3: Create a game loop that can update game states and render the puzzle game. (3 hours)
Task 4: Develop code game logic.
Task 5: Implement three basic levels.

User story 3: “As a product owner, I want a solid idea of what can be included in the final release, so I can begin pitching the game. ”

Task 1: Work on game architecture and structure code. Create sensible module structure and avoid having too many dependencies.
Task 2: Break up individual source files for development and then unify at end.
Task 3: Load some external resources such as gfx objects and other assets.

User story 4: “As a product owner, I want potential features demonstrated, so I can decide how to prioritize development.”
Task 1: Implement “collisions” into the game engine.

User story 2: “As a player I want the game to recognize I am a winner, so I can feel accomplished.”
Task 1: Work on state management. Figure out game values (clearing and setting them) and game modes (load, play, pause).
Task 2: Interactive sound when a puzzle has been solved.

User story 5: As a player, I want a menu screen, so I can choose which level I want to play.
Task 1: Work with browser DOM to display styled text and images used to show current score and levels.

Sprint 3
User story 1: “As a player I want a progression of levels, so I can learn how to play and be challenged as I progress.”
Task 1: Make function to add levels to the game.
Task 2: Dynamically generate the game level.
Task 3: Create different game states (levels) in different javascript files.

User story 2: “As a product owner, I want the release to be thoroughly tested, so I know it won’t crash on users.”
Task 1: Have each team member play the game and complete the levels. Try to find regressions in the code.
Task 2: Find outsiders/friends to play test the games. Analyze how they learn how to play the game and what they have difficulties with.

User story 3: “As a player, I want to save my game state, so I can return to it later.”
Task 1: Maintain a data model which represents the game system, and a view that represents the model.

User story 4: “As a player, I want to see how well I did on a level, so I can try to improve and compete with friends.”
Task 1: Store scores for each level and keep track of highest scores.
Task 2: Draw the score to the game canvas.

User story 5: As a product owner, I want a credits and title screen, so the development team can let people know they made the game.
Task 1: Create title and credit screen object. Make it appealing to players.

User Story 6: As a player, I want the game to look and sound good, so I can enjoy it more.
Task 1: Animate fluid game menu and screen transitions.
Task 2: Add sounds.
Task 3: Add good lighting and effects with bright color palette.

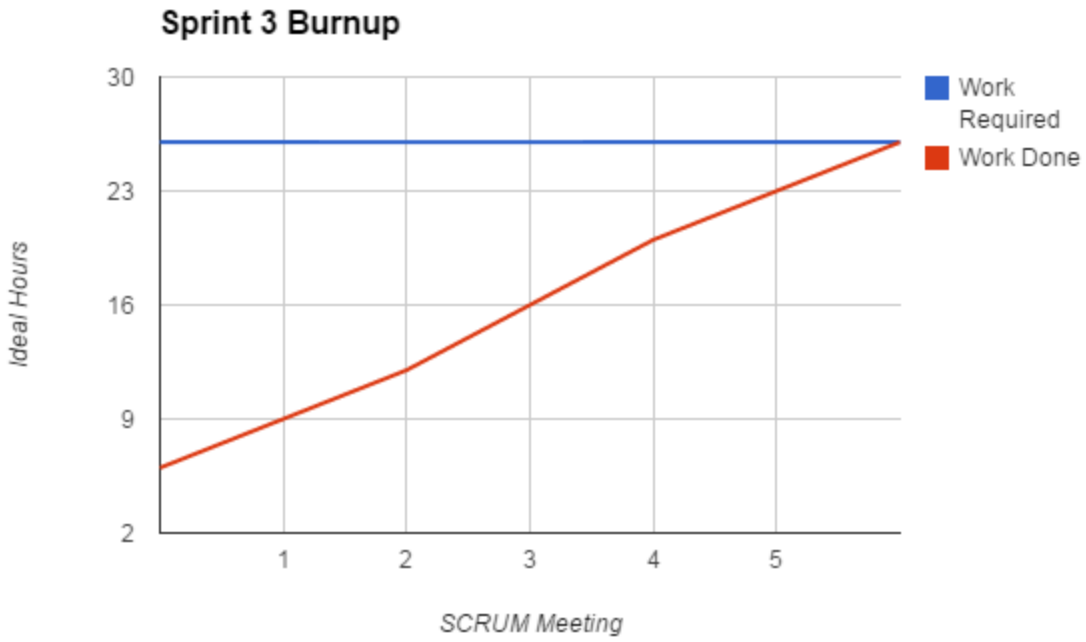
Not Completed: Everything completed! :)

Work completion rate:
Sprint 1
Total Number of User Stories Completed: 3
Total Number of Estimated Ideal work hours completed: 28
Total Number of Days during Sprint 1: 7 days
User Stories/Day: 1 User Story/ 2 days
Ideal Work Hours/Day: 4 hours/day

Sprint 2
Total Number of User Stories Completed: 4
Total Number of Estimated Ideal work hours completed: 36
Total Number of Days during Sprint 1: 7 days
User Stories/Day: 1 User Story/ 3 days
Ideal Work Hours/Day: 3 hours/day

Sprint 3
Total Number of User Stories Completed: 5
Total Number of Estimated Ideal work hours completed: 26
Total Number of Days during Sprint 1: 14 days
User Stories/Day: 1 User Story/ 2 days
Ideal Work Hours/Day: 4 hours/day

Final Sprint 3 Burnup Chart



Updated Sprint Board

https://trello.com/b/k1A1LYnd/llama-food-scrum-board