

Sprint 3 review

Looking at sprint 3

Functionality to have different screens in-game and the screen to modify my ship screen has been implemented. The different modifications done on the loadout screen also reflects changes on the ship in-game.

The background color has been added, a moving background implemented and is aligned together with the ship.

The game map existing on the background is randomly generated and is built to continue until the player dies. This gives an illusion of an everlasting level. The so called segments, which the map is build from, is randomly generated, giving an illusion that the world is dynamically built.

Together with the map, obstacles has been added to improve the variety of the gameplay and increase the difficulty of navigating through the game.

The enemies that spawn throughout the game has been created in a greater variety and also bosses have been made to give an extra stage for the player. Letting the map stop until the player defeats the boss gives another feeling to the fight, and also when successful gives the player the feeling that he/she has overcome a part of the stage.

The player can also die which gives them a game over screen with the ability to either restart the game or return to the menu.

Focus on code quality:

In order to improve the code quality, a couple of hours was spent before the final release this week in order to tidy up the classes and the code.

Definition of done

This week has had its focus on code quality. It was troublesome to refactor the code when the other part of the team was working on their feature branches, since the changes we wanted to make was that extensive and obtrusive on imports and class placement in the file system.

We had to work continuously during the week to break the worst dependencies caused by references in the models to views and controllers, and then when everyone had merged their work into the development branch, we could finally do the big changes that broke most circular dependencies between between model, view controller - and sub-packages of model. The eclipse plugin STAN helped us much with identifying these circular dependencies.