

Sprint 4 review

Looking at sprint 4

In the beginning of the sprint a major cleanup was conducted. This cleanup involved refactoring code with regards to dependencies between packages. The code is not structured into several environments (often one per subpackage) which handles the content in it's respective package to avoid circular dependencies between packages.

Modify my ship is regarded as done, but the graphics aren't completely in it's final state since there are no images created for the weapons and special effects. The functionality is however fully implemented.

Enabling power-ups for my ship is regarded as done. Two power-ups are available for selection and one can be loaded in the loadout screen.

The graphics for the obstacles in the game are completed. Their hitboxes are also inserted into the game map and one can complete an entire level. The graphics currently in the game are of low resolution but the source materials are in full HD and will possibly be replaced next sprint. After some evaluation it was decided that the trees in the map should not be regarded as an obstacle, and therefore not be able to crash the plane.

Settings for the application are now optimal for battery life. This has been done by disabling features the phone offers that we don't use, such as the accelerometer. The application now has a name: Bullet inferno.

Score is now implemented in the game which the player gets by killing enemies and surviving as long as possible. The heads up display(HUD) is now implemented and the health, score and other essential statistics and game buttons are available to the user.

General settings will not be prioritized as there aren't many features that require a settings menu. The same applies to the in-game settings.

The loading screen is now fully implemented and has an indicator to show the loading progress. Graphics for the loading screen will possibly enhanced in the next sprint.

Support for sound effects in the game is implemented, but only a few sound effects are included.

Definition of done

Since we work in teams, most of the code has been reviewed by the other part of the team.

All the essential units have been unit-tested and also graphicly tested by debugging the Box2d

world. There were some problems of maintaining the tests up to date, especially with regards to the cleanup conducted. But thanks to Travis, a service that continuously runs the test when the code is on development branch, we get a notification and can fix it.