Generic Fantasy Game X

Submission Details

Team Number	7
Game Name	Generic Fantasy Game X
Student Name and ID 1	Lachlan Wood – 12039715
Student Name and ID 2	William Palmer – 12039499
Student Name and ID 3	Rowena Budiharto – 11981673
Student Name and ID 4	Christopher Wong – 12617092
Student Name and ID 5 (if applicable)	Jacob Harris - 11733831

Sprint 1

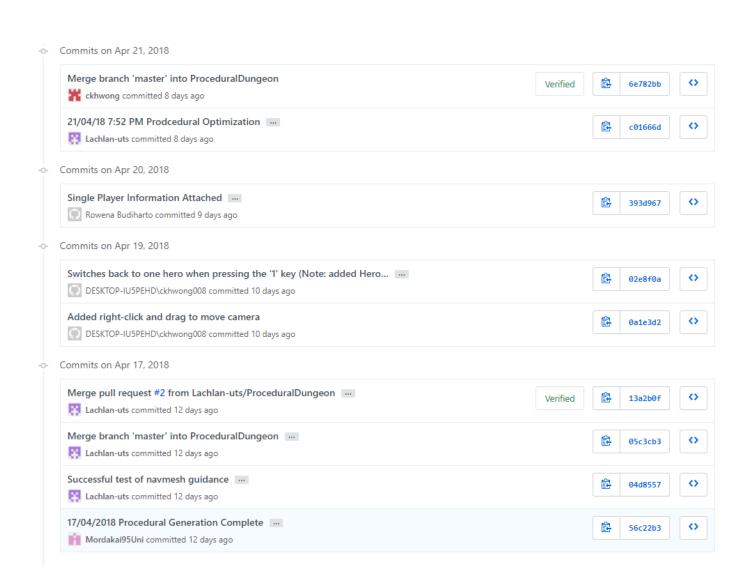
Scrums

Meeting Details	
Meeting Type:	Scrum
Date /Time:	21 April 2018, Saturday, 9pm – 10pm
Location:	Online
Attendees:	William, Lachlan, Rowena, Chris.
Apologies:	Jacob

Meeting Summary	
Aim:	 Complete procedural dungeon generation with in-dungeon exists, furniture and enemies. Entity movement and nav mesh Class scripts for basic hero information and UI Free roam camera Research enemy spawning and other related data related scripting methods
To Do:	 Complete a player information management system implement obstacles and enemy spawning Player movement, enemy movement
Impediments:	 Testing methods of having party and single player management was time consuming. Time management and personal issues Understanding how to work on group commands

Commits on Apr 17, 2018 Merge pull request #1 from Lachlan-uts/Nav-mesh-agent \Diamond Verified b9541ed 🔀 Lachlan-uts committed 12 days ago - Commits on Apr 14, 2018 Procedural Dungeon Generation ... 盦 \Diamond f803c60 Lachlan-uts committed 15 days ago Improving the main scene \Diamond e6e4cff 🔣 Lachlan-uts committed 15 days ago Initial Setup ... \Leftrightarrow 4be4c6a Lachlan-uts committed 16 days ago Initial commit $\langle \rangle$ 9245219 🔀 Lachlan-uts committed 16 days ago

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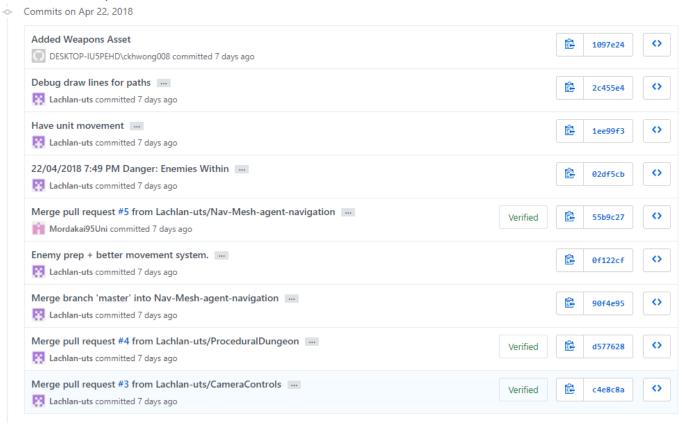
Meeting Details	
Meeting Type:	Scrum
Date /Time:	24 April 2018, Tuesday,7pm – 8pm
Location:	Online
Attendees:	William
Apologies:	Jacob, Chris, Lachlan, Rowena

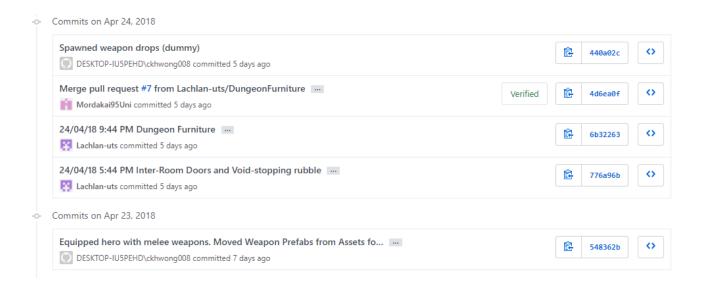
Meeting Summary

Aim:	 Debugging movement with units and player Design a party system so players know which hero is currently being played. Spawn item drops
To Do:	 UI to see health and character controlled, work on testing a way to design party systems. Camera moves freely to see all team movements, adjust camera view Weapons to use to attack entities
Impediments:	 Lack of availability to present a formal scrum session to update peers of tasks needed to be done or have been done. Issues with classes and designing a party system, time consumed and not much progress made.

Summary:

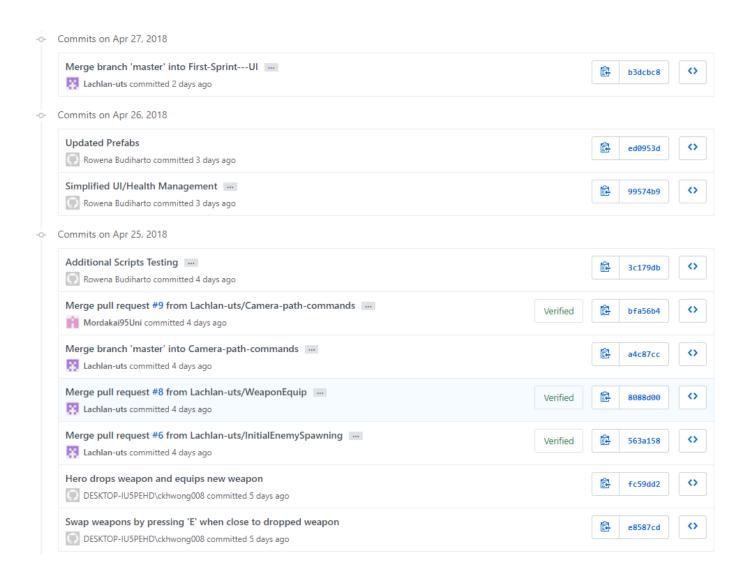
 Lack of availability caused issues with a formal scrum session updating peers of tasks that have been completed.





Meeting Details	
Meeting Type:	Scrum
Date /Time:	27 April 2018, Friday,7pm – 8pm
Location:	UTS
Attendees:	William, Chris, Lachlan – In person,
Apologies:	Jacob, Rowena - Online

Meeting Summary	
Aim:	 Scene management, merged branches, test issues within branches and base the quality of the scripts off task backlog cards as allocated. Weapon equip systems with basic functions.
To Do:	 Combine all completed mechanics into one main playable scene ready for play testing by non development team peers. Further debugging of scripts and combining scripts in different areas of mechanics to work together and update information accordingly.
Impediments:	Confusion in tasks that have been done but have yet been pull requested.



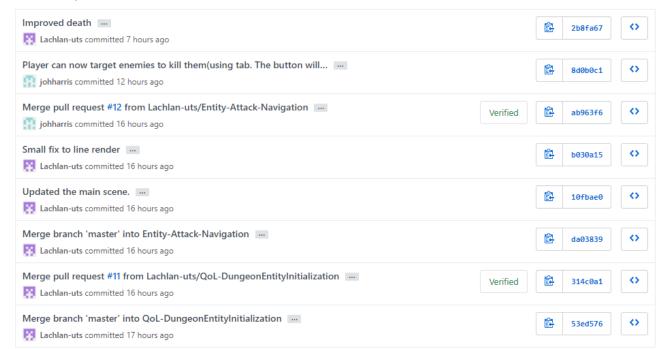
Sprint Review / Retrospective Meeting

Meeting Details	
Meeting Type:	Retrospective Meeting
Date /Time:	30 th April, Monday, 4pm – 5pm
Location:	UTS/Online
Attendees:	William, Lachlan, Jacob, Chris

Apologies:	Rowena
Meeting Summary	
Went right:	 Working on individual branches Pull requests had less issues compared to past projects
Went wrong:	 Not enough debugs and testing Lack of backlogs completed Communication Struggles in certain areas of coding
Needs to change:	 More planned scrums set out during planning sessions Merge to master once a week and testing during the weekend to combine branches and test they work with each other
Continue to do:	Continue to make separate scenes when experimenting and testing

Branch: Combat ▼

Commits on Apr 30, 2018



Backlog

