# General Overview of Weekly Sprint Documentation

Team Green’s weekly sprint documentation consists of the following sections:

**Sprint Overview** - An overview section which consists of preview and review sub-sections. The preview recaps the previous week’s learnings and sets the scene for the current week. The review sub-section is written at the end of each sprint and summarizes the documentation and development progress made in the current sprint. The review section also cross references tasks within the sprint.

**Tasks** - The Tasks section consists of individual and group tasks delegated amongst the team members. Each task is paired with the name of the team member who had responsibility for its completion. A reference code is provided for each task that is used in the backlog and throughout the sprint to update its status.

**Ordered Backlog** - The Ordered Backlog section consists of tasks that have been identified as necessary but are yet to be completed at the beginning of the sprint, those tasks that are still not complete by the end of the week have been pushed to the subsequent week’s sprint. Each task also contains a priority number to inform the order of the backlog. Priority can also be inferred from the parent task and the task’s date of creation and completion. There is an additional column for each task that provides the status of task at the end of each sprint.

**Meeting Records** - The Meeting Records section lists all the client and team member meetings. Timestamp, overview, duration and attendance is recorded for each meeting.

**Customer Meeting Minutes** - The Customer Meeting Minutes section contains details of the timestamp, moderator for the meeting, and the minutes taken by a team member along with agenda items and their respective summaries. The section ends with the action items planned for the current sprint.

**Customer Interview and Analysis** - The Customer Interview and Analysis section contains the highlights of the script dialogue (Q&A format) between the client and the team. A subsequent analysis of the dialogue is then given which sets the tone and priority of the work to be done in the current sprint.

**Exception Handling** - The Exception Handling section contains a list of the tasks (along with their reference codes) where challenges were faced, description of the challenges faced, and solutions that the team members found to rectify them.

**User Stories** - Each user story within the User Stories section begins with an individual task which is assigned a unique user story code such that it can be referenced in other sections of the sprint. Acceptance criteria to satisfy the user story is then detailed, followed by a priority number, version number, and date of amendment.

**User Interface Design** - This section depicts the progress achieved so far with regards to the design/graphic representation using screenshots from software tools such as blender.

**User Story Tests** - This section details all of the tests run on user stories in the current sprint. The user story is listed along with the test result. If the acceptance criteria of the user story are fulfilled, the test is considered to have passed, otherwise, it fails. If the test has failed, there is a column that describes the reason for failure.

**Use Cases** - This section contains the versioned use cases for the game. It consists of details for each use case, namely – the author, date of creation, purpose, the overview explaining the game scenario of the use case, cross reference codes (for use in other sections), actors, pre-conditions, and post conditions. Furthermore, the actor actions and system actions are listed in tables for each use case.

**CRC Cards** - This section is the software design documentation for the game the team developed. For each CRC card, the class names created, version, cross reference codes to use cases, responsibilities, and collaborators that make it work are listed. Additionally, a brief description is provided for each card to understand the underlying concept.

*Please note:* The sections within each sprint are based on the work completed that week. Therefore, not all weekly sprint documents require all the sections above.

# Sprint 1 | 27th October – 2nd November

## **Sprint Overview**

### Preview

Going in to the first sprint, we wanted to address the fact that we had not met before and were unsure of each other’s skillsets. Furthermore, we aimed to produce an idea to present to the customer for our first meeting.

### Review

In our first meeting, each team member introduced themselves and their background, including what strengths they thought they could offer the team and what they were keen to learn and be involved with going forward. We then discussed which game development platform was best suited for our collective strengths and skill sets. Unity was chosen as the platform as two members of the team had prior experience using it. All other team members had little or no experience with game development but were interested in improving their skills (**S1-T1**). To begin conceptualising the game, we first set out by understanding the requirements. Numerous different ideas were discussed that fulfilled the requirements; however, we selected our five strongest ideas and developed them further to present to the customer (**S1-T2**). Zoe created a slide show which was used in the customer meeting to clearly explain our ideas (**S1-T3**).

## **Tasks**

|  |  |  |
| --- | --- | --- |
| Code |  | Tasks |
| **S1-T1** | Whole Team | Introductions and discussion about experience, strengths and weaknesses. This is complete when everyone has introduced themselves |
| **S1-T2** | Whole Team | Brainstorming game ideas. This is complete upon group consensus of having sufficient original ideas to present to the customer |
| **S1-T3** | Zoe | Create a slide show to present our ideas to the customer |
| **S1-T4** | Rachan | Meeting minutes for customer meeting |

## **Ordered Backlog**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Priority | Tasks | Date of Creation | Date of Completion | Status at End of Sprint |
| Whole Team (1) | **S1- T1** | 02/11/21 | 02/11/21 | Complete |
| Whole Team (2) | **S1-T2** | 02/11/21 | 02/11/21 | Complete |
| Zoe (3) | **S1-T3** | 02/11/21 | 02/11/21 | Complete |
| Rachan (3) | **S1-T4** | 03/11/21 | 03/11/21 | Complete |

## **Meeting Records**

|  |  |  |  |
| --- | --- | --- | --- |
| Date & Time | Overview | Duration | Attended By |
| 02/11/21 - 18:00 - 18:49 | Initial group meeting - Introduction to teammates | 49 minutes | All Team Members |
| 03/11/21 - 12:00 -  12:14 | Client Meeting | 14 minutes | All Team Members |

### 1.5.1 Customer Meeting Minutes

|  |  |
| --- | --- |
| Time | Wednesday 3rd November 12:00-12:15 (Sprint 1) |
| Led By | Zoe |
| Minutes Taken By | Rachan |

Agenda

1. Present Initial Ideas
2. Customer feedback

|  |  |
| --- | --- |
| Agenda Item | Summary |
| Present Initial Ideas | Five ideas were presented to the client:   * Music combat game – Fight to the beat of the music * Pipe game – Geometric puzzle * Mario inspired game – Jump over enemies and escape a dungeon * Guy Fawkes game – Historical education game * Escape the dungeon game – Escape a dungeon and collect coins |
| Customer Feedback | * Client found the pipe game particularly interesting – Different pipe pieces and configurations every time * Guy Fawkes game may lead to a one-off game. Aim to make a game that someone will play multiple times * A phone may be a better option to consider than laptop |

Action Items

|  |  |
| --- | --- |
| No. | Action |
| 1 | Come up with a simple idea that draws elements from all five of our ideas |

## **Customer Interview and Analysis**

**Interview Highlights:**

**Q (Client):** How do your game ideas work? Would the tempo in the Music Combat be fixed? Is it getting faster?

**A (Team):** We could adjust it to become faster and faster. Track the player, and then you have to move faster.

**A (Client):** Yes, ok. Sounds fine.

**Q (Client):** (About the pipe game) Can I think that the pipe will slide or do we slide to move?

**A (Team):** It’s like you entered a pipe. You rotate the pipe, and you move through it.

A (client): Oh, alright. Ok.

**Q (Team):** We have a couple questions about the target audience, is this game designed for children or adults?

**A (Client):** Um, it’s more interesting to see what thing you want to select from the ideas you already pitched. It’s not something you have to worry about too much.

**Q (Team):** And then, would you like it to be a fun or an educational game?

**A (Client):** Um, you can have lots of problems with educational games. Education requires structure.

**Q (Team):** So, it would be better for us to choose a fun concept?

**A (Client):** Oh, I think you remind me of something with lots of potential. The pipes thing, you have this logic-based approach to give it educational meaning that solves that problem which involves doing rotation and whatever else it includes. It’s developing multi-based problem solving.

**Analysis:**

* According to the answers the client provided, we should select the strongest concepts from each of the five game ideas and combine them to reach the most engaging idea.
* Furthermore, we had to consider which elements were compatible between the games.
* We should draw upon images and background stories for visualising the games. The pipe game is currently the strongest idea and focuses on problem solving, but it could still be combined with elements from the other games if we desired.
* First focus on the pipe gaming concept in Prison Escape. Consider combining it with the horizontal platform game and coin collecting described in Mario Adventures, as well as the scoring system in Dungeon Hunter.
* For this week, the primary task is to combine these elements into one intriguing game for the client.

## **Exception Handling**

The challenges we faced during this week’s tasks are outlined below, alongside their respective solutions:

|  |  |  |
| --- | --- | --- |
| Tasks | Challenges | Solutions |
| **S1- T1** | Obtaining a general overview of the team. | Keep talking – longer meetings if necessary. |
| **S1- T2** | 1) Keeping track of several ideas.  2) Thinking of ideas.  3) Forming full ideas from partial ideas. | 1) Note taking/minutes.  2) Open discussion/inspiration from other games.  3) Keep talking, come back to the idea if you reach a stand still. |
| **S1-T3** | Finding ways to represent the game ideas quickly and accurately without actually building it. | Use screenshots from existing games to convey game ideas. |
|  |  |  |
| **S1-T4** | N/A no challenge. | - |
|  | Finding a time to meet that would suit everyone’s schedule. | The team decided to meet on Tuesdays as this suited everyone’s schedule and we were able to discuss what and how to present our ideas in the client meeting. |