# Sprint 2 | 3rd November – 9th November

## **Sprint Overview**

### Preview

Following the previous week’s customer meeting, we decided that this sprint would be used to narrow down our game ideas down to one. We also wanted to decide how best portray our new idea in the next customer meeting. It was important to make sure we were in a good position to start producing the game by the next sprint, so we had this in mind while creating our tasks. As the team’s skillset was identified in the previous week, we felt in a strong position to delegate the tasks.

### Review

In this sprint, we solidified our game idea and presented a slide show to the client detailing our game rules along with mock-up images and a game video demonstrating the major concepts. After the client meeting, we discussed how we would build a version of the game with basic functionality (i.e., attaching straight pipes). We split our team into those responsible for game development and those responsible for project documentation based on experience and interest. This increased our tasks completion efficiency.

## **Tasks**

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| --- | --- | --- |
| Code |  | Tasks |
| **S2-T1** | Whole Team | Narrow down the game idea based on the customer meeting. This is complete upon group consensus that we have enough detail to present to the customer. |
| **S2-T2** | Zoe | Create a slide show (including graphics), to logically and graphically explain our narrowed down game idea to the customer in the 2nd meeting. This is complete upon Zoe’s judgement. |
| **S2-T3** | Leo | Create a short mock-up video of the game to support the slide show for the customer. This is complete upon Leo’s judgement. |
| **S2-T4** | Whole Team | Decide how technically to build the game. |
| **S2-T5** | Whole Team | Start contemplating some User Stories for the game idea. |
| **S2-T6** | Shawn (Chin) | Overview and interview analysis sections for sprint documentation. |
| **S2-T7** | Rachan | Amend meeting records for sprint documentation. |
| **S2-T8** | Michelle | Write preview section for sprint documentation and meeting minutes for customer meeting. |

## **Backlog**

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| --- | --- | --- | --- | --- |
| Priority | Tasks | Date of Creation | Date of Completion | Status at End of Sprint |
| Whole Team 1 | **S2- T1** | 03/11/21 | 06/11/21 | Complete |
| Whole Team 2 | **S2-T4** | 03/11/21 | 06/11/21 | Complete |
| Zoe 3 | **S2-T2** | 03/11/21 | 09/11/21 | Complete |
| Leo 3 | **S2- T3** | 03/11/21 | 07/11/21 | Complete |
| Whole Team 4 | **S2-T5** | 03/11/21 | 09/11/21 | Complete |
| Shawn (Chin) | **S2-T6** | 03/11/21 | 09/11/21 | Complete |
| Rachan | **S2-T7** | 03/11/21 | 09/11/21 | Complete |
| Michelle | **S2-T8** | 03/11/21 | 10/11/21 | Complete |

## **Meeting Records**

### Meetings

|  |  |  |  |
| --- | --- | --- | --- |
| Date & Time | Overview | Duration | Attended by |
| Tuesday (9th November 2021) - 18:00 - 19:15 | Internal meeting | 75 minutes | All Team Members |
| Wednesday (10th November 2021) - 12:00 - 12:14 | Client Meeting | 14 minutes | All Team Members |
| Wednesday (10th November 2021) - 12:15 - 12:56 | Internal Meeting | 41 minutes | All Team Members |

### Customer Meeting Minutes

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| --- | --- |
| Time | Wednesday 10th November 12:00-12:15 (Sprint 2) |
| Led By | Zoe |
| Minutes Taken By | Michelle |
| Participants | All team members and customer |

Agenda

1. Recap ideas presented in previous meeting
2. Present idea with combined features
3. Go through action plan for the next sprint

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| --- | --- |
| Agenda Item | Summary |
| Recap ideas presented in previous meeting – Presented by Matthew | * 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 |
| Present idea with combined features – Presented by Zoe | * The screen moves from right to left * Player controls a little character * Water is coming and you must build the pipe to escape * Choose from different pipe shapes * Click to rotate the pipe and drag on drop to connect pipes * Coins to get/ obstacles to avoid/ characterised the pipes (frozen/poisonous) * Background music – The longer you play the faster the screen will scroll and the faster the music will play * Educational component was decided not to be included * Client liked the idea * Client previously liked the story element of the gunpowder plot * Client suggests setting game underwater with fish swimming around * Client suggests perhaps sewer or drainage related * Client specifically liked the characterised pipes feature * Client suggests prioritising developing a simplified game – straight pipes flowing and ability to manipulate them |
| Go through action plan for the next sprint | * Assign ourselves roles * Organise a weekly schedule for the upcoming week * Assign development manager and documentations manager * Client suggests using a tool that allows exportation of documentation * Create a simplified straight pipe game |

Action Items

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| --- | --- |
| No. | Action |
| 1 | Assign roles to team members |
| 2 | Organise a weekly schedule for the next week |
| 3 | Create a simplified straight pipe game |

## **Customer Interview and Analysis**

**Interview Highlights:**

**Q (Client):** How was it developed?

**A (Team):** Firstly, we would like to recap our ideas last week to show you how we combined our ideas. We had the Music Combat game, where we had to press on the beat, we had the escape the dungeon game where you had to jump on the enemies, the Guy Fawkes educational game, the dungeon pipes game which was a logic-puzzle, and then games playing as a monster and collect coins. So, our combined idea is a new pipe escaping game where the player collects the pipes and builds them from left to right so that there could be a route for the character escaping from the flood in the dungeon.

**Q (Client):** Ok, is that going to join up with the, um, the Gunpowder Plot thing or not?

**A (Team):**  So, we decided that the educational component wasn’t necessary, considering what we discussed last week as it’s not going to teach you a concept.

**A (Client):** Right. Right.

**Q (Client):** So, we are bringing together the music part with the pipe stuff, and anything else?

**A (Team):**  And then the scrolling screen acts like having the chase element. Then the coins and the Mario style obstacles you must avoid are inspired by our Mario Bro’s themed game…

**A (Client):** OK! Good! Yep! So, it looks like a game.

**Q (Team):** Yeah. Do you like the idea?

**A (Client):** Yes, I do. That’s very nice.

**Q (Team):** Would you like any additional features, or do you have any favourite concepts so we can prioritise the development?

**A (Client):** Um, I suggest that you prioritise ideas of alternative pipes once you have an end-to-end functional game. Starting with a basic functional concept first, like just building straight pipes, then add additional functions to make game more challenging.

**Analysis:**

* The client was satisfied with our game concept.
* Initially develop a game with basic functionality such as building straight pipes.
* Complete weekly sprint track recording, and use tools which allow us to export the documentation.
* Establish our work division in the development team, aiming to build a functional straight pipe building game. The documentation team should keep track of weekly tasks and game developments.

## **User Stories**

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| --- | --- |
| User Story: Starting the game R1 | Acceptance Criteria |
| As a Player,  I want to start the game,  So that I can play the game. | Criterion 1.  **IF** the player is at the menu screen...  **WHEN** the player clicks the “play” button...  **THEN** start the game. |
| Priority: 5/5  Version: 1  Date: 08/11/21 |

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| --- | --- |
| User Story: Selecting Pipes R2 | Acceptance Criteria |
| As a Player,  I want to select pipe pieces,  So that I can add them to my pipe system. | Criterion 1.  **IF** the character is still alive…  **AND** the game isn’t paused…  **WHEN** the player clicks on a pipe piece…  **THEN** select the pipe piece (prime it for adding to the pipe system) …  **AND** display a box around it. |
| Priority: 5/5  Version: 1  Date: 08/11/21 |

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| User Story: Adding pipes R3 | Acceptance Criteria |
| As a Player,  I want to add pipe pieces to a pipe system,  So that my character doesn’t die. | Criterion 1.  **IF** the pipe piece has the correct rotation to fit onto the last pipe piece in the system…  **AND** the character is still alive…  **AND** the game isn’t paused…  **AND** the pipe piece is selected…  **WHEN** the player presses “enter” …  **THEN** add the pipe piece to the pipe system…  **AND** move at a set speed along the pipe until it reaches the end.  Criterion 2.  **IF** the pipe piece doesn’t have the correct rotation to fit onto the last pipe piece in the system…  **AND** the character is still alive…  **AND** the game isn’t paused…  **AND** the pipe piece is selected…  **WHEN** the player presses “enter” …  **THEN** do nothing. |
| Priority: 5/5  Version: 1  Date: 08/11/21 |

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| User Story: Character Movement R4 | Acceptance Criteria |
| As a Game Developer,  I want the character to move to the end of the pipe system,  So that they don’t die. | Criterion 1.  **IF** the character is not at the end of the pipe system already...  **AND** the game is in a state of play...  **THEN** get the character to journey to the end of the pipe system. |
| Priority: 5/5  Version: 1  Date: 08/11/21 |

## **Exception Handling**

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

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| Tasks | Challenges | Solutions |
| S2- T1 | Wide range of ideas, it was initially difficult to fully explore one idea before getting side-tracked onto another. | Use the customer meeting points to keep constrain the ideas available to us. |
| S2- T2 | N/A straightforward | - |
| S2-T3 | Initially tried to create a quick mock-up of the game in Unity and record a video of that. This was time-consuming. | I opted to edit a video together in Adobe Premiere, using key frame animation – much faster! |
| S2-T4 | Different ideas as to how to build the game. | Check where the strengths of the team lie. |
| S2-T5 | Getting a set structure to follow for User Stories. | Check documentation form SE lectures. |
| S2-T6 | N/A no challenge | - |
| S2-T7 | N/A no challenge | - |
| S2-T8 | N/A no challenge | - |
|  | Only two members of the team knew how to use Unity. | The development team spent time familiarising themselves with Unity. |
|  | Most team members did not know how to use GitHub. | Marcus made a document to help everyone learn how to use GitHub. |