

G.r.e.a.s.y

Das Team!

Daniel Kutsch -> Entwickler

Marlon Resler -> Scrum Master

Simon Anderka -> Product Owner

Spielidee / Worum geht es beim Spiel?

- Erste Idee war Friend Simulator (Textadventure)
- Jump & Run
- Story entwickelte sich zu einem Gefängnisausbruch

Wie lief das Projekt?

- Regelmäßige Treffen
- Haben Unity für unser Spiel verwendet
- Discord Server zum Besprechen und Austausch
- Commits während oder nach Besprechung gepusht
- Grobe Einteilung: Marlon Hauptmenü, Daniel Level 2, Simon Level 1

Was lief gut/ schlecht?

Gut:

- Gut Informiert über aktuellen Stand
- Besprechen bei Fragen oder Fehlern
- Ähnliches Arbeitspensum

Schlecht:

- Startschwierigkeiten mit Git -> Projekt neu angelegt
- Komisch User Storys aus Sicht des Spielers zu schreiben wenn man Product Owner ist

Scrum

Greasy 2D

Wie haben wir Scrum umgesetzt?

- Sprints über eine Woche
- Einmal pro Woche Meeting
 - Sprint Standup, Review und Planning nacheinander
- Standup
 - Probleme besprochen und gemeinsam gelöst
- Review
 - Welche Stories sind fertig, welche nicht
- Planning
 - Welche Stories werden im nächsten Sprint bearbeitet

Dokumentation

The image shows a Kanban board with three columns: Product Backlog, Sprint Backlog, and Done. The Product Backlog column contains seven user stories, each with a title, a three-dot menu icon, and the text "Added by SimonAnderka". The Sprint Backlog and Done columns are currently empty.

Column	Item
21 Product Backlog	As a player I want to have a Character with movement so that i can move in the game Added by SimonAnderka
	As a Player I want a first level Added by SimonAnderka
	As a player i want a second level for increased difficulty Added by SimonAnderka
	As a player i want an enemy to kick my ass Added by SimonAnderka
	As a Player I want Coins to buy skins Added by SimonAnderka
	As a Player I want an optimized character movement Added by SimonAnderka
	As a player I want an improved level design for beauty and functionality Added by SimonAnderka
0 Sprint Backlog	
0 Done	

Entwicklungsverlauf

20.11. Erstes Meeting - 16.12 Letztes Meeting vor Weihnachten

Weihnachtsferien

3.1. - 31.1. Letztes Meeting & Retrospective



Grundstruktur
2 Level + Gegner
Main Character + Main Menu



Überarbeitung
Texturen
Lightning
Save Coins & Skins

Dokumentation

The image shows a Kanban board with three columns: Product Backlog, Sprint Backlog, and Done. Each column has a header with a count and a plus icon. The Product Backlog column contains 18 items, the Sprint Backlog contains 3 items, and the Done column contains 0 items. Each item is a card with a title, a three-dot menu icon, and a creator name.

Column	Count	Item	Creator
Product Backlog	18	As a player i want an enemy to kick my ass	SimonAnderka
		As a Player I want Coins to buy skins	SimonAnderka
		As a Player I want an optimized character movement	SimonAnderka
		As a player I want an improved level design for beauty and functionality	SimonAnderka
		As a Player I want to have a levelstart and ending	SimonAnderka
		As a player I want a movement for enemies to increase difficulty	SimonAnderka
		As player I want a Mainmenu to have the ability to change my skin	
Sprint Backlog	3	As a player I want to have a Character with movement so that i can move in the game	SimonAnderka
		As a Player I want a first level	SimonAnderka
Done	0	As a player i want a second level for increased difficulty	SimonAnderka

Dokumentation

The image shows a Kanban board with three columns: Product Backlog, Sprint Backlog, and Done. Each column contains a list of user stories or tasks, each represented by a card. The cards are dark gray with white text. Each card has a title, a status indicator (three dots), and the author 'SimonAnderka'.

Product Backlog (16 items)

- As a Player I want an optimized character movement
Added by SimonAnderka
- As a player I want an improved level design for beauty and functionality
Added by SimonAnderka
- As a Player I want to have a levelstart and ending
Added by SimonAnderka
- As a player I want a movement for enemies to increase difficulty
Added by SimonAnderka
- As player I want a Mainmenu to have the ability to change my skin
Added by SimonAnderka
- As a Player I want Character Lightning to be able to look in the dark
Added by SimonAnderka
- As developer, i want the superlinter to increase clean code

Sprint Backlog (4 items)

- As a Player I want a first level
Added by SimonAnderka
- As a player i want a second level for increased difficulty
Added by SimonAnderka
- As a player i want an enemy to kick my ass
Added by SimonAnderka
- As a Player I want Coins to buy skins
Added by SimonAnderka

Done (1 item)

- As a player I want to have a Character with movement so that i can move in the game
Added by SimonAnderka

Dokumentation

The image shows a Kanban board with three columns: Product Backlog, Sprint Backlog, and Done. Each column contains a list of user stories. The 'Sprint Backlog' column has a blue border around the third item.

Column	Item	Author
Product Backlog (14)	As a player I want an improved level design for beauty and functionality	SimonAnderka
	As a Player I want to have a levelstart and ending	SimonAnderka
	As a player I want a movement for enemies to increase difficulty	SimonAnderka
	As player I want a Mainmenu to have the ability to change my skin	SimonAnderka
	As a Player I want Character Lightning to be able to look in the dark	SimonAnderka
	As developer, i want the superlinter to increase clean code	SimonAnderka
	As a player i want to press a key to get back from the end screen to main menu	
Sprint Backlog (3)	As a Player I want a first level	SimonAnderka
	As a Player I want an optimized character movement	SimonAnderka
	As a player i want to have a Mainmenu to get to the first level	SimonAnderka
Done (4)	As a player I want to have a Character with movement so that i can move in the game	SimonAnderka
	As a player i want a second level for increased difficulty	SimonAnderka
	As a player i want an enemy to kick my ass	SimonAnderka
	As a Player I want Coins to buy skins	SimonAnderka

Dokumentation

The image shows a Jira board with three columns: Product Backlog, Sprint Backlog, and Done. The Product Backlog column contains seven user stories, with the last one highlighted. The Sprint Backlog column is empty. The Done column contains five user stories.

15 Product Backlog

- replay if i died
Added by SimonAnderka
- As a player i want to be able to save my coins and skins
Added by SimonAnderka
- As a Player I want skins for my Character so that I have more fun and can spend my coins
Added by SimonAnderka
- As player i want an installer to easily install the game
Added by SimonAnderka
- As a Player I want an endboss
Added by SimonAnderka
- As a player i want to lose coins if an enemy hits my character
Added by SimonAnderka
- As a Player I want an optimized character movement
Added by SimonAnderka

0 Sprint Backlog

6 Done

- As a player I want to have a Character with movement so that i can move in the game
Added by SimonAnderka
- As a player i want a second level for increased difficulty
Added by SimonAnderka
- As a player i want an enemy to kick my ass
Added by SimonAnderka
- As a Player I want Coins to buy skins
Added by SimonAnderka
- As a Player I want a first level
Added by SimonAnderka
- As a player i want to have a Mainmenu to get to the first level
Added by SimonAnderka

Dokumentation

10 Product Backlog + ...

As developer, i want the superlinter to increase clean code ...
Added by SimonAnderka

As a player i want to press a key to get back from the end screen to main menu ...
Added by SimonAnderka

As a player i want an end screen to celebrate my victory ...
Added by SimonAnderka

As a player i want to restart my level and replay if i died ...
Added by SimonAnderka

As a player i want to be able to save my coins and skins ...
Added by SimonAnderka

As a Player I want skins for my Character so that I have more fun and can spend my coins ...
Added by SimonAnderka

As player i want an installer to easily install the game ...

5 Sprint Backlog + ...

As a player I want an improved level design for beauty and functionality ...
Added by SimonAnderka

As a Player I want to have a levelstart and ending ...
Added by SimonAnderka

As a player I want a movement for enemies to increase difficulty ...
Added by SimonAnderka

As player I want a Mainmenu to have the ability to change my skin ...
Added by SimonAnderka

As a Player I want Character Lightning to be able to look in the dark ...
Added by SimonAnderka

6 Done + ...

As a player I want to have a Character with movement so that i can move in the game ...
Added by SimonAnderka

As a player i want a second level for increased difficulty ...
Added by SimonAnderka

As a player i want an enemy to kick my ass ...
Added by SimonAnderka

As a Player I want Coins to buy skins ...
Added by SimonAnderka

As a Player I want a first level ...
Added by SimonAnderka

As a player i want to have a Mainmenu to get to the first level ...
Added by SimonAnderka

Dokumentation

The image shows a Jira board with three columns: Product Backlog, Sprint Backlog, and Done. Each column contains a list of user stories. The 'As developer, i want the superlinter to increase clean code' item is highlighted in the Sprint Backlog column.

Product Backlog	Sprint Backlog	Done
<p>As a player i want to press a key to get back from the end screen to main menu Added by SimonAnderka</p>	<p>As player I want a Mainmenu to have the ability to change my skin Added by SimonAnderka</p>	<p>As a player i want an enemy to kick my ass Added by SimonAnderka</p>
<p>As a player i want an end screen to celebrate my victory Added by SimonAnderka</p>	<p>As a Player I want to have a levelstart and ending Added by SimonAnderka</p>	<p>As a Player I want Coins to buy skins Added by SimonAnderka</p>
<p>As a player i want to restart my level and replay if i died Added by SimonAnderka</p>	<p>As developer, i want the superlinter to increase clean code Added by SimonAnderka</p>	<p>As a Player I want a first level Added by SimonAnderka</p>
<p>As a player i want to be able to save my coins and skins Added by SimonAnderka</p>		<p>As a player I want an improved level design for beauty and functionality Added by SimonAnderka</p>
<p>As a Player I want skins for my Character so that I have more fun and can spend my coins Added by SimonAnderka</p>		<p>As a player I want a movement for enemies to increase difficulty Added by SimonAnderka</p>
<p>As player i want an installer to easily install the game Added by SimonAnderka</p>		<p>As a player i want to have a Mainmenu to get to the first level Added by SimonAnderka</p>
<p>As a Player I want an endboss</p>		<p>As a Player I want Character Lightning to be able to look in the dark Added by SimonAnderka</p>

Dokumentation

The image shows a Jira board with three columns: Product Backlog, Sprint Backlog, and Done. Each column contains user stories. The 'As a player i want an installer to easily install the game' item in the Sprint Backlog is highlighted with a blue border.

Column	Item	Author
Product Backlog (3 items)	As a Player I want an endboss	SimonAnderka
	As a player i want to lose coins if an enemy hits my character	SimonAnderka
	As a Player I want an optimized character movement	SimonAnderka
Sprint Backlog (6 items)	As a player i want an end screen to celebrate my victory	SimonAnderka
	As a player i want to press a key to get back from the end screen to main menu	SimonAnderka
	As a player i want to restart my level and replay if i died	SimonAnderka
	As a player i want to be able to save my coins and skins	SimonAnderka
	As player i want an installer to easily install the game	SimonAnderka
	As a Player I want skins for my Character so that I have more fun and can spend my coins	SimonAnderka
Done (12 items)	As a player I want to have a Character with movement so that i can move in the game	SimonAnderka
	As a player i want a second level for increased difficulty	SimonAnderka
	As a player i want an enemy to kick my ass	SimonAnderka
	As a Player I want Coins to buy skins	SimonAnderka
	As a Player I want a first level	SimonAnderka
	As a player I want an improved level design for beauty and functionality	SimonAnderka
As a player I want a movement for enemies to increase difficulty	SimonAnderka	

Dokumentation

The image shows a Jira board with three columns: Product Backlog, Sprint Backlog, and Done. The Product Backlog column contains 3 items, the Sprint Backlog column contains 0 items, and the Done column contains 18 items. The item 'As a Player I want skins for my Character so that I have more fun and can spend my coins' is highlighted in the Done column.

Column	Count	Item	Added by
Product Backlog	3	As a Player I want an endboss	SimonAnderka
		As a player i want to lose coins if an enemy hits my character	SimonAnderka
		As a Player I want an optimized character movement	SimonAnderka
Sprint Backlog	0		
Done	18	As a player I want to have a Character with movement so that i can move in the game	SimonAnderka
		As a player i want a second level for increased difficulty	SimonAnderka
		As a player i want an enemy to kick my ass	SimonAnderka
		As a Player I want Coins to buy skins	SimonAnderka
		As a Player I want skins for my Character so that I have more fun and can spend my coins	SimonAnderka
		As player i want an installer to easily install the game	SimonAnderka
		As a player i want to be able to save my coins and skins	

Changelog in Github

README.md



Greasy 2D

by G.R.E.A.S.Y - Daniel Kutsch, Simon Anderka, Marlon Resler

Story

Du bist ein Gefängnisinsasse, doch ein Wärter hat vergessen, die Gefängnistür zu schließen. Das ist deine Chance auszubrechen. In 2 Leveln kannst du in diesem Jump n Run Game den Nervenkitzel eines Gefängnisausbruchs hautnah erleben.

Technische Umsetzung

Game Engine: Unity Szenen: Main Menu, Level 1, Level 2, End Screen Skins by: Google

Credits

Daniel Kutsch - Developer, Coin Manager, Lvl 2 Wärter, Ausbruchssicherung Mk. 2, Sounddesigner Simon Anderka - Product Owner, Developer, Lvl 1 Wärter, Ausbruchssicherung Mk. 1, Pull Master Marlon Resler - Scrum Master, Developer, Celldesigner, Json Save Master, Physicist, Texturedesigner

Special Thanks to

- Dog
- Cat
- Mario
- Black Guy
- Bacon
- Unity
- Google
- Stack Overflow
- Discord

190 lines (134 sloc) 4.77 KB

Raw

Blame



Dokumentation Meetings

Wie sind Meetings abgelaufen?

Wir haben versucht, jede Woche ein Meeting zu halten, indem wir das Sprint Review, Planning und Standup zusammenfassen wollen. Wir haben erst allgemein darüber gesprochen, wie unsere Entwicklung vorangeht, ob es Probleme gibt und dann z.B. git merges o.Ä. durchgeführt. Danach sind wir die einzelnen Stories im Sprint Backlog durchgegangen und haben geschaut, ob und wie sie funktionieren. Wir haben nicht fertige Stories zurück in den Product Backlog gelegt. Zuletzt haben wir das Sprint Planning für die nächste Woche durchgeführt, indem wir festgelegt haben welche Aufgaben wer bis zum nächsten Meeting erledigt. Die Sprint Retrospective haben wir am letzten Meeting gehalten.

20.11.20

- Was soll im nächsten Sprint gemacht werden:
 - Main Character -> Marlon
 - Level 1 -> Simon
 - Level 2 -> Daniel
- Sonstiges:
 - Spielgenre festgelegt auf Jump n Run
 - Unity als Spielengine nutzen und Projekt aufgesetzt (Unity + Git)

25.11.20

Daily Standup

- Probleme mit Git und dem Unityprojekt
 - Gemeinsam Änderungen gemerged und Branches angelegt

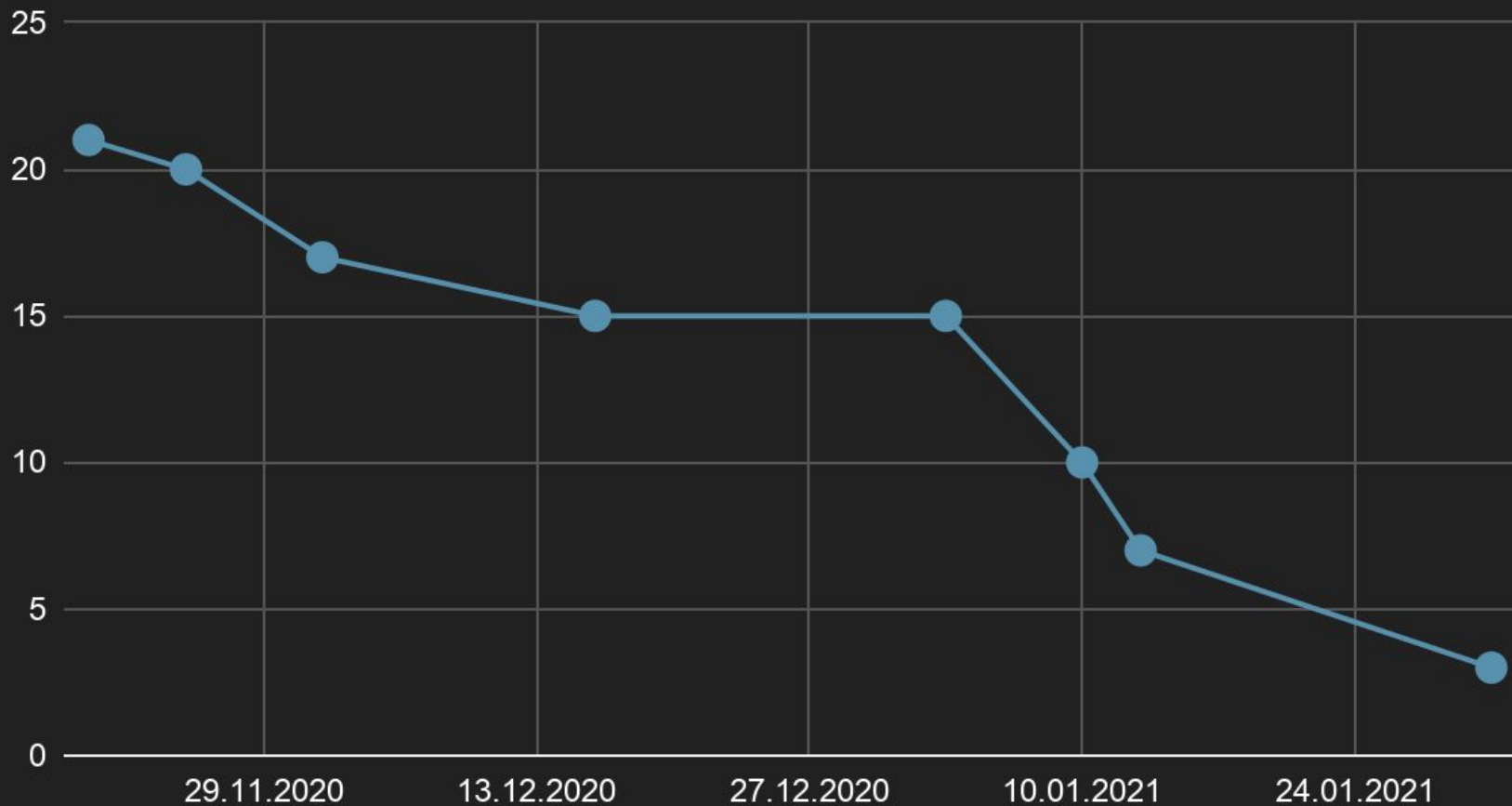
Sprint Review

- Was wurde in diesem Sprint gemacht:
 - Main Character
- Was wurde nicht geschafft:
 - Level 1
 - Texturen fehlen, nicht spielbar
 - Level 2
 - Texturen fehlen, nicht spielbar

Sprint Planning

- Was soll im nächsten Sprint gemacht werden:
 - Level 1 -> Simon
 - Level 2 -> Daniel
 - Patrol Enemy -> Daniel
 - coin + UI -> Daniel

Burndown Chart



Protokoll Sprint Retrospective

Was war gut:

- Gut geplant, Umsetzung mit regelmäßigen Meetings hat gut funktioniert
- Aufteilung eines Meetings in Standup, Review und Planning
- Durch die vielen Meetings konnten Fragen und Fehler schnell und gut geklärt werden und die Scrum Grundlagen wurden dadurch verinnerlicht

Was war schlecht:

- Projekt Kanban im github ist etwas unübersichtlich
 - Keine Änderungsansicht der letzten Sprints, sondern nur aktueller Sprint
 - Tools wie Jira
- User Storys aus Sicht des Spielers formulieren, wenn Product Owner selber Entwickler ist