**Sprint 1 – 29/11/23**

Tasks to take place

* Create Game Design Document
* Product backlog - Functional requirements need to be defined, Create users' stories
* Research any issues that might take place

Issues that need to be raised

* Currently no issues at this time

Review of meeting

Overall successful meeting. The game idea has now been finalized and the GDD and product backlog will be completed before the next sprint. No issues have risen so far but research will be taken place on issues or concerns that may arise throughout the project, so that they are expected and will be handled easier.

**Sprint 2 – 13/12/23**

Tasks to take place

* Create the UML diagrams
* Develop initial prototype for home page

Issues that need to be raised

* Currently no issues encountered

Review of meeting

Another successful meeting. With the game design document being complete, alongside the product backlog, I can now plan tasks more effectively meaning deadlines will not be missed. Issues and challenges have been researched and noted down to make sure that they can be tackled easier if they appear. The initial prototype is now the priority to get completed so that an overall idea for the game can be shown.

**Sprint 3 – 31/1/24**

Tasks to take place

* Create game prototype – ball and hole (collision)
* Add levels score to canvas

Issues that need to be raised

* Home page functionality

Review of meeting

I have reviewed the basic initial homepage which has now been created and allows the user to get onto the game page. My first design included a lot of code and was not practical enough as it didn’t work effectively, therefore I had to redesign it to make it more simple. The design may change in future but is a good starting point as discussed. The basic UML diagrams have also been completed, which includes a simple version of the user cases and class diagrams. The project is progressing as planned without any issues so far, however challenges may arise whilst starting to create the game, which I am prepared to address as they emerge. Meeting was successful.

Sprint 4 – 14/2/24

Tasks to take place

* Get the ball to move efficiently
* Create objects (water and sand)
* Create functionality for the score

Issues that need to be raised

* Ball moving mechanic difficult to implement without physics engine and is buggy
* Levels score added but doesn’t function

Review of meeting

The ball does not move properly with how I visioned so a different method of making the ball move was discussed. This set back has been acknowledged and needs to be resolved soon to stay on track. However, for the little functionality that it does have, it can collide with the hole and spawn back at the starting position. Additionally, the score for each level has been drawn onto the canvas but no functionality works as of yet. An implementation for this has been reviewed and will be worked upon between the next sprint.

Sprint 5 – 28/2/24

Tasks to take place

* Ball and obstacle collision (give player a disadvantage?)
* Create borders on the canvas
* Spawn sand and water random places each level
* Add another object to make it more challenging (wall?)

Issues that need to be raised

* Ball goes out of canvas and comes back through other side, barriers need to be created
* Ball goes underneath sand and water and does nothing, not sure what to do with the collision
* Sand and water is spawned in same place every time ball goes in hole

Review of meeting

The meeting was productive with a lot of issues being raised and discussed to try and get resolved. Ball now has a dragging mechanism which is unique and effective. Ball does not collide with the sand and water and also doesn’t seem challenging enough so a wall needs to be added as well. The obstacles spawn will be randomized per level so that it is not boring for the player. Barriers need to be created to stop the ball leaving the canvas. The on screen score also works now so the player can track how they are doing each level. These issues have caused a deviation from the plan but resolving them will restore the progress of the project.

Sprint 6 – 13/3/24

Tasks to take place

* Create leaderboard which tracks name, score and mins spent playing (json)
* Create an options page showing controls etc
* Add sound to the game
* Create exit or restart game button

Issues that need to be raised

* No issues have been raised.

Review of meeting

The game was reviewed and everything that I was struggling to implement has been implemented correctly and efficiently. The main functionality of the game is now complete. The score for the game now needs to be tracked using a leaderboard. Some extra features of including the control in the options menu will also help the player understand the game. I have also discussed that sounds should be added to the game, to make it more interesting for the player. These are only little details that I have left to add and should mean that the game will be completed before the next sprint.

Sprint 7 – 15/4/24

Tasks to take place

* Touch up on any details that need to be improved
* Add some bonus details to make the game more fun (color picker and time limit)
* Test the game completely to make sure everything works

Issues that need to be raised

Review of meeting

(added colour picker to ball and time limit option to make game harder)