**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. The ball now has a dragging mechanism which is unique and effective, however it 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. 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 – 27/3/24**

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

* No issues need to be raised

Review of meeting

The game is now complete with a few touch ups left to do. Everything has been reviewed and I am happy with how it has turned out. The final version of the game is slightly different to how I planned due to issues, which I had expected and planned for. I have created an options menu to finish the game which shows the controls for the game and there is also an extra feature that lets you customize the ball color which I had not planned for in the sprints. Originally I wanted there to be a character customization in the game, but as discussed in the meeting, it was not possible due to time and would’ve created more issues. I have add some sound effects and background game music which adds more excitement to the game. The leaderboard also works effectively letting the user enter the name, which tracks their score and minutes spent playing. An exit button has also been added to the leaderboard and I have spoke about maybe adding a restart button in the game if I have time left, as well as some more features in the options menu.

**Sprint 8 – 10/4/24**

Tasks to take place

* No tasks to take place

Issues that need to be raised

* No issues need to be raised.

Review of meeting

Everything has been tested to ensure that it is all functioning as it should. I am very happy with the outcome of the whole project and was pleased to discuss in the meeting that everything for the project is now completed. My dedication towards the game and the feedback form each meeting has resulted in successful sprints, which has led to a successful game.

New

Sprint 1 – 29/11/23

Tasks:

- Create Game Design Document

- Define functional requirements and create user stories for the Product backlog

- Research potential issues

No issues arose during this sprint. The meeting was successful; the game idea was finalized, and both the Game Design Document (GDD) and product backlog will be completed before the next sprint. Research on potential issues throughout the project will facilitate easier handling if they arise.

Sprint 2 – 13/12/23

Tasks:

- Develop UML diagrams

- Create initial prototype for home page

No issues were encountered. The meeting was successful, with the completion of the GDD and product backlog enabling more effective task planning to meet deadlines. Challenges were researched and documented for easier resolution. Priority was given to completing the initial prototype to showcase the game concept.

Sprint 3 – 31/1/24

Tasks:

- Develop game prototype for ball and hole collision

- Integrate level scoring onto canvas

Issue:

- Home page functionality

The meeting reviewed the basic homepage, which had been created, allowing users to access the game page. Initial UML diagrams were completed. The project progressed as planned, though challenges in creating the game may arise, necessitating preparedness to address them.

Sprint 4 – 14/2/24

Tasks:

- Improve ball movement efficiency

- Implement water and sand objects

- Establish scoring functionality

Issues:

- Difficulty implementing ball movement without a physics engine

- Non-functioning level scoring

The meeting discussed setbacks in ball movement and scoring functionality. Though imperfect, the ball could collide with the hole and reset. Plans to address these issues were reviewed for implementation in the next sprint.

Sprint 5 – 28/2/24

Tasks:

- Implement ball and obstacle collisions

- Create canvas borders

- Randomize sand and water placement

- Introduce additional challenge elements

Issues:

- Ball exiting canvas

- Ineffective collision with sand and water

- Static placement of sand and water

The meeting addressed numerous issues, proposing solutions such as a dragging mechanism for the ball, randomized obstacle spawns, and canvas barriers. Despite deviating from the plan, resolving these issues would restore project progress.

Sprint 6 – 13/3/24

Tasks:

- Implement leaderboard using JSON

- Create options page displaying controls

- Add sound effects

- Integrate exit/restart button

No issues were raised in this sprint. The meeting concluded with successful implementation of previously challenging features, with minor details remaining to be added before the next sprint.

Sprint 7 – 27/3/24

Tasks:

- Finalize details and enhancements

- Add bonus features like color picker and time limit

- Conduct thorough testing

No issues arose during this sprint. The meeting confirmed the completion of the game, with some additional features added beyond the initial plan to enhance user experience.

Sprint 8 – 10/4/24

Tasks:

- No specific tasks planned

No issues were raised in this sprint. The meeting celebrated the successful completion of the project, attributing it to dedication and feedback from previous meetings.