

# Project Summary

## csci205\_final\_project

### Project Details

#### Members

- Abigail Motter
- Hunter Gehman
- Keeler Thomas
- Miles Meloni

### Project Retrospective

#### What was your initial goal?

We wanted to have a 2D game where a character completed a lot of puzzles to unlock doors and move from one room to the next, finally to escape in the last room.

#### What did you achieve?

A really cool and function demo of a 2D game.

#### What went well in the project?

We got a lot of work done and split the work well.

#### What could be improved?

We could have had more realistic expectations during the start of the game.

#### What would you change if you did the project again?

It would have been nice to focus more on the functionality and less on the aesthetic, especially during the first few sprints.

### Charts

#### Health Bar

##### Project Health

csci205\_final\_project (As of: 12-4-2023)  
Includes backlog

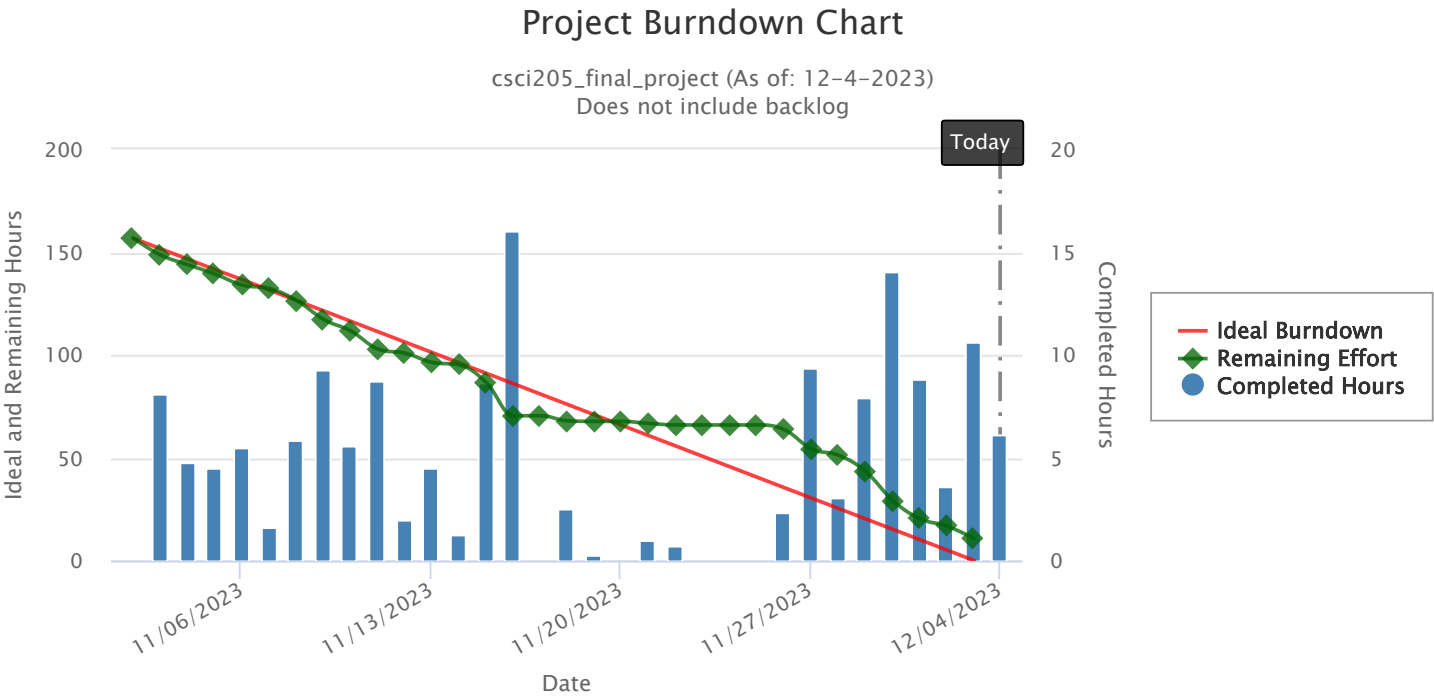


● Unstarted (0h) ● Started - Remaining (0h) ● Spent (156.75h)

Highcharts.com

We completed all work that we assigned ourselves. Any work we started, we finished.

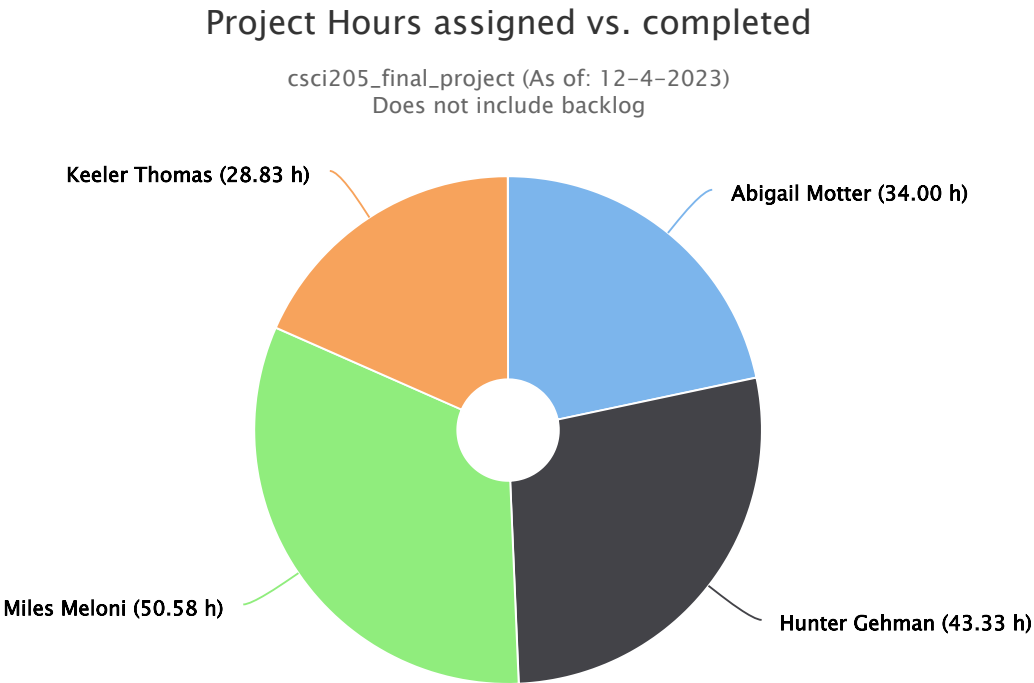
## Burndown Chart



Highcharts.com and Lily Romano

Apart from the break, we were very progressive, with expected spikes on lab days. We also were able to get a lot of work done before break.

## Assignee Chart



Highcharts.com and Lily Romano

We shared the work very equally, with some of us having different strengths and other time commitments.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Abigail Motter	0	1.25	4.67	0.5	0.25	27.33
Hunter Gehman	0	5.5	35.5	0.5	0	1.83
Keeler Thomas	0	1.5	18.75	3.5	0.5	4.58
Miles Meloni	0	3.75	27.25	19.58	0	0

## Sprints

### Sprint 1

**Dates:**

11-2-2023 to 11-9-2023

**Review:****What went well in the sprint?**

The coding for moving the player around a screen went very well! Keeping the UML up to date went very well, and the sprite's look amazing

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**What could be improved?**

The JUnit test is still a little buggy. JavaDoc could be a bit more clean so that we can all be on the same page. There could be more direct communication on where we are working (like texting the group chat that you are working on a certain class and that no one else should be on that class at that time)

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**Are you on track? What is your plan if not?**

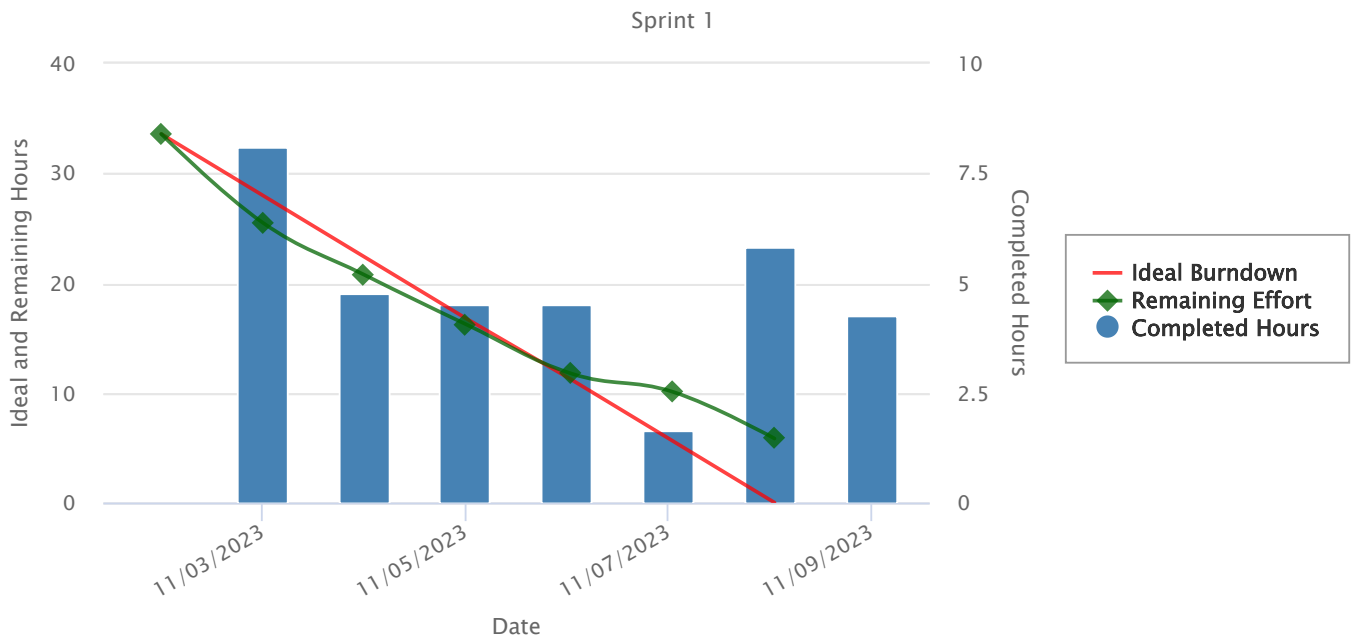
We are on track!

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**What will you improve on in the next sprint?**

communication and JavaDoc

## Sprint Burndown Chart



## Sprint 2

### Dates:

11-9-2023 to 11-16-2023

### Goal:

We want 1 room with collidables (walls, etc), animation for the player, and simple puzzle, hopefully working out the JUnit test

### Review:

#### What went well in the sprint?

We got a lot more constructive game configuration and code (it looks cool now!) and we discovered and handled some communication issues

#### What could be improved?

In general, patience with one another when dealing with misunderstandings and through merge conflicts.

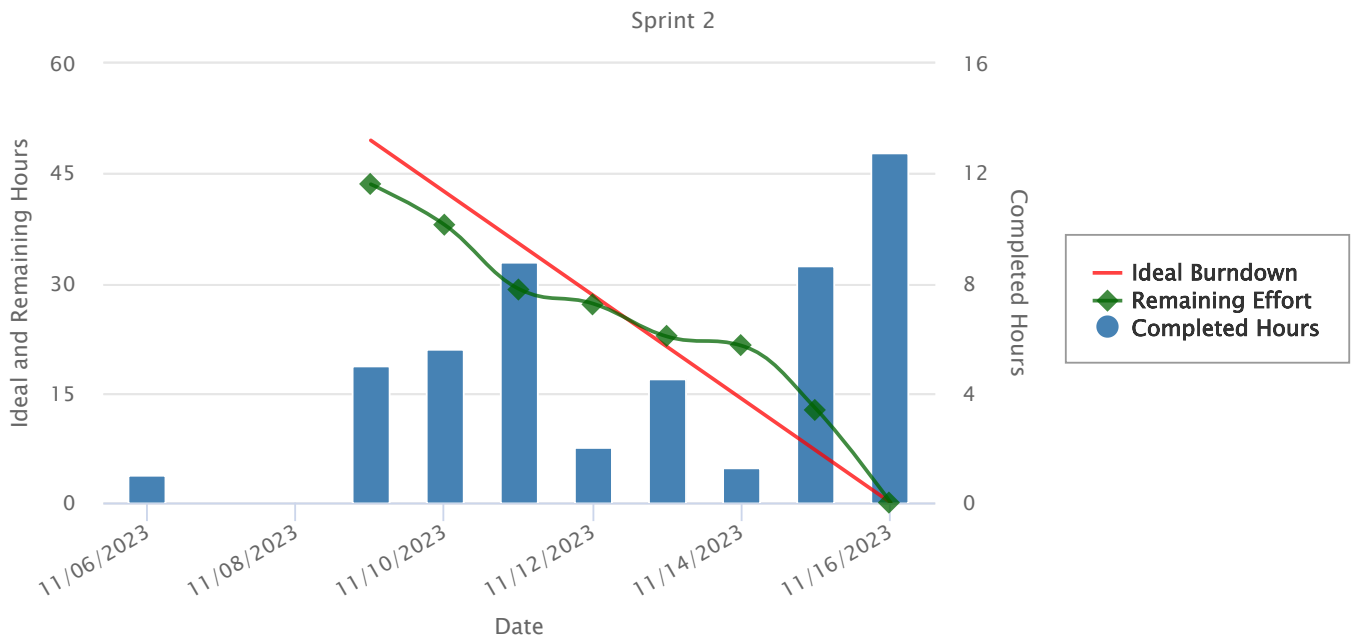
#### Are you on track? What is your plan if not?

Yes! we were not for a while, but now we are!

#### What will you improve on in the next sprint?

Hopefully communication and patience, JavaDoc and clean code so that we can all be on the same page.

## Sprint Burndown Chart



## Sprint 3

### Dates:

11-16-2023 to 11-27-2023

### Goal:

Two functional rooms, one functional puzzle, jukebox and disks, being able to pick up and drop game objects

### Review:

#### What went well in the sprint?

We got lots of rest over break and are fueled and ready to finish this project!

#### What could be improved?

We did take a break, but now we should be putting a lot of work into the project

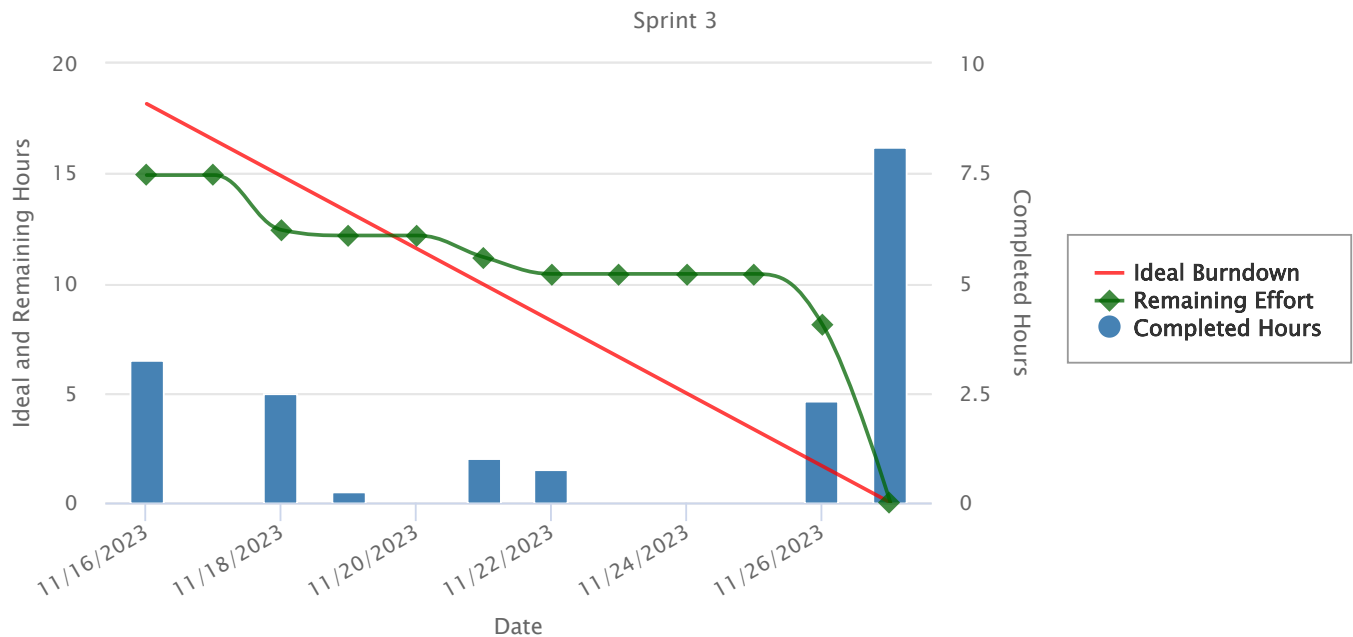
#### Are you on track? What is your plan if not?

Not really, again, we took a bit of a break, but we still got done and have to put more effort into this to finish it up.

#### What will you improve on in the next sprint?

We will put in more vigor of pace and enthusiasm into this project.

## Sprint Burndown Chart



## Sprint 4

### Dates:

11-27-2023 to 12-4-2023

### Goal:

Have a functional, not so basic game with multiple rooms and music working and a couple puzzles. A menu with a start button would also be lovely.

### Review:

#### What went well in the sprint?

We made a lot of good progress to make the game look cool, and we compiled to submit.

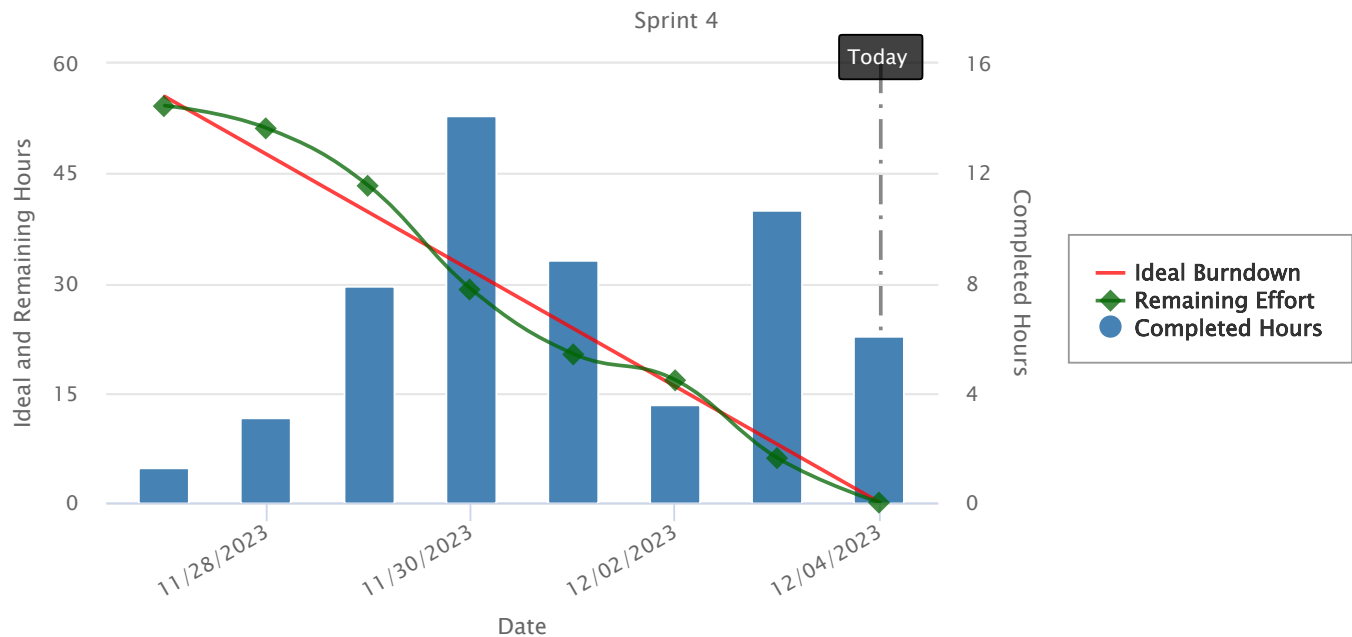
#### What could be improved?

We could have done better at managing our expectations for the outcome of the final project.

#### If you were to continue the project, what would you improve on in the next sprint?

We would have loved to complete the puzzles and made the game more functional.

# Sprint Burndown Chart



## Personas



Adrian Weißbach

### Quote

I enjoy games where I can wander around a map to discover pieces of the world.

### Narrative

Adrian needs to explore all of the rooms to see where he can go. He also likes to be able to teleport/fast travel from one area to another to minimize travel time.



Phoebe Davidson

### Quote

"I like beating the clock!"

### Narrative

Phoebe really likes competing against others and herself by beating her past best scores. She enjoys comparing herself to others on a leader board.



Lucien Gautier

Quote

'I love games where there are multiple levels that I can complete"

Narrative

Lucien likes having some mechanism to track progress :throughout the game, just to see how much he has completed so far.



Abigail Harris

Quote

"Any sort of teamwork, or way to play with (not against) friends, and I am going to never put that game down!"

Narrative

Abigail loves to play multiplayer games with friends and collaborating and bonding over these games.

Table of Work

Showing 1 to 80 of 80 entries

Search:

Title	Type	Est.	Spent
Closed (80)		156 h, 45 m	0
Sprint 1 (12)		33 h, 35 m	33 h, 35 m
CRC cards	Documentation	3 h	3 h
Creating Player Sprite render system	Technical Task	2 h	2 h
Debugging Tests	Bug	1 h	1 h
Debugging Texture Rendering	Bug	1 h, 30 m	1 h, 30 m
early UML diagrams	Documentation	4 h, 30 m	4 h, 30 m
Movable characters	Technical Task	6 h, 30 m	6 h, 30 m
Player collision with Wall	Technical Task	15 m	15 m
Player Spritesheet	Design Need	7 h, 30 m	7 h, 30 m
Set up GitLab and AIECode	Documentation	2 h, 20 m	2 h, 20 m



Title	Type	Est.	Spent
Sprint 2 Strategic Planning and Analysis (Long Term)	Design Need	2 h	2 h
Storyboard	Design Need	2 h	2 h
Tests for Sprint 1 Classes	Technical Task	1 h	1 h
Sprint 2 (22)		49 h, 30 m	49 h, 30 m
Adding/cleaning JavaDoc	Documentation	1 h	1 h
All Things Room	Technical Task	4 h	4 h
Create RoomManager class	Technical Task	2 h	2 h
Creating music discs	Technical Task	1 h	1 h
Creating textbox	Technical Task	3 h, 30 m	3 h, 30 m
debugging JUnit Test	Bug	3 h, 15 m	3 h, 15 m
Finishing Incomplete Base Classes	Technical Task	1 h, 15 m	1 h, 15 m
Get rid of texture	Technical Task	1 h, 30 m	1 h, 30 m
Implementing Collisions	Technical Task	8 h	8 h
Interactables (items) with Player	Technical Task	2 h, 30 m	2 h, 30 m
Keeping UML up to date (Sprint 2)	Documentation	4 h, 30 m	4 h, 30 m
Key and lock sprites	Design Need	45 m	45 m
Key Puzzle JUnit Test	Technical Task	1 h, 20 m	1 h, 20 m
Preliminary Narrator text resources	Design Need	1 h, 45 m	1 h, 45 m
preliminary puzzling	Technical Task	1 h, 40 m	1 h, 40 m
Refactor and Comment program and code	Documentation	1 h	1 h
Refactor MVC Design	Technical Task	1 h, 45 m	1 h, 45 m
Soundtrack Design	Design Need	2 h	2 h
Squeeze the Player HitBox	Technical Task	1 h	1 h
Troubleshoot MVC Discrepancy between Wall and Wall.png	Technical Task	1 h	1 h
Updating Sprite Display	Technical Task	2 h	2 h
Wall assets	Design Need	2 h, 45 m	2 h, 45 m

Title	Type	Est.	Spent
Sprint 3 (11)		18 h, 10 m	18 h, 10 m
ChatGPT as a character / narrator	Spike	30 m	30 m
Complete Inventory System	Technical Task	4 h, 45 m	4 h, 45 m
connecting text to item	Technical Task	1 h, 30 m	1 h, 30 m
disk and jukebox classes	Technical Task	30 m	30 m
door	Technical Task	1 h, 30 m	1 h, 30 m
Fixing player collision bounds	Bug	1 h	1 h
get music to play	Technical Task	2 h, 25 m	2 h, 25 m
jukebox puzzle	Technical Task	1 h	1 h
Keeping UML up to date (sprint 3)	Documentation	3 h	3 h
Reorganize file structure	Technical Task	45 m	45 m
Textbox updating	Technical Task	1 h, 15 m	1 h, 15 m
Sprint 4 (32)		55 h, 30 m	0
Converse with ChatGPT	Technical Task	30 m	30 m
Debug JUnit Tests	Bug	1 h	1 h
design/CRCcards	Design Need	1 h	1 h
disk and jukebox classes	Technical Task	10 m	10 m
docs/DesignManual.pdf	Documentation	4 h	4 h
docs/ScrumReport.pdf	Documentation	30 m	30 m
docs/UserManual.pdf	Documentation	2 h, 15 m	2 h, 15 m
door	Technical Task	4 h, 30 m	4 h, 30 m
Eliminate kleptomania	Bug	45 m	45 m
Eliminating visual generation hardcoding	Technical Task	1 h, 20 m	1 h, 20 m
Final UML	Documentation	4 h, 45 m	4 h, 45 m
Fixing Door Rendering	Technical Task	30 m	30 m
get music to play	Technical Task	35 m	35 m

Title	Type	Est.	Spent
Inventories improved	Technical Task	2 h	2 h
Inventory implementation	Technical Task	2 h, 40 m	2 h, 40 m
Jukebox and Disk in the JavaFX view	Technical Task	30 m	30 m
jukebox puzzle	Technical Task	0	0
Learn about Use case diagrams	Spike	15 m	15 m
Linux is being dumb and also bad	Bug	1 h	1 h
Lock implementation	Technical Task	4 h	4 h
Multi-Door Functionality	Bug	2 h	2 h
Multi-Room Functionality	Technical Task	6 h	6 h
Music resource gathering	Bug	30 m	30 m
New wall and door sprites	Design Need	1 h	1 h
NPC and decorative assets	Design Need	3 h, 20 m	3 h, 20 m
NPC and game object functionality	Technical Task	1 h, 15 m	1 h, 15 m
Presentation Outline	Documentation	1 h	1 h
Refactoring and Javadoc	Documentation	45 m	45 m
Refactoring Various Classes	Technical Task	1 h, 30 m	1 h, 30 m
Textbox implementation -text from objects	Technical Task	1 h, 15 m	1 h, 15 m
update ReadMe	Documentation	1 h, 10 m	1 h, 10 m
Update Resource Gathering	Technical Task	3 h, 30 m	3 h, 30 m
Backlog (3)		0	0
Eliminate kleptomania	Bug	0	0
Get rid of texture	Technical Task	0	0
New wall and door sprites	Design Need	0	0

## Daily Scrum

# Daily Scrum Notes

**NOVEMBER 5, 2023** Keeler What did you accomplish? - "storyboarding", CRC cards (in google drive), updated UML with sprint 1 specific classes What are you working on? - UML on the second storyboard photo What are

your challenges? - getting team input!

Miles What did you accomplish? - designed player sprites and contemplated design elements What are you working on? - implementing sprites rendering in the code (work with Hunter on this) What are your challenges? - getting team to agree on design elements for the program

Abigail What did you accomplish? - minimal UML classes, setting up user stories What are you working on? - UML on that second storyboard photo What are your challenges? - making sure that UML matches what the team has in mind

Hunter What did you accomplish? - UML, basic Character classes/textures classes, couple Enums What are you working on? - making sure classes work well together, testing What are your challenges? - keeping the UML consistent with the code and the connections between classes

**NOVEMBER 6, 2023** Keeler What did you accomplish? - Some UML updates, keeping up to date with code What are you working on? - CRC carding and looking over unfinished design elements What are your challenges? - forward thinking design, especially with all the possible variations/solutions to problems

Miles What did you accomplish? - Help working on design, helping find most practical solutions What are you working on? - Going to create a sprite management system for the Player What are your challenges? - time management (very busy)

Abigail What did you accomplish? - Keeping up with code and UML What are you working on? - Updating UML to match code What are your challenges? - time management

Hunter What did you accomplish? - made a lovely blue circle move around, and it looks amazing What are you working on? - working on collisions with other objects What are your challenges? - JUnit testing

**NOVEMBER 8, 2023** Keeler What did you accomplish? - finalized updating CRC cards What are you working on? - sprint 2 player collisions What are your challenges? - envisioning javaFX code, like, logically, and how to implement it

Miles What did you accomplish? - sprite implementation, removed magic numbers What are you working on? - finish removing the magic numbers What are your challenges? - TIME!!! (lot going on)

Abigail What did you accomplish? - UML is up to date with IntelliJ What are you working on? - future implementations reflected on the UML What are your challenges? - keeping the UML simple

Hunter What did you accomplish? - actively planning JUnit testing What are you working on? - JUnit testing What are your challenges? - (not thinking about amongus characters), motivation

**NOVEMBER 12, 2023** Keeler What did you accomplish? - Functional collisions between Player and Wall What are you working on? - troubleshooting collision bound issues What are your challenges? - There appears to be a discrepancy between model and view representations of test\_wall.png

Miles What did you accomplish? - Music! wall textures and floor textures created, collision mechanics refactored, disk class What are you working on? - implementing disk/music features What are your challenges? - getting

intellij to work with an MP3, difference between a feature someone else is working on and a bug (communication)

Hunter What did you accomplish? - helped with collisions (we are very proud) What are you working on? - room class (the whole thing), maybe door? What are your challenges? - keeping vibes/moral high

Abigail What did you accomplish? - Literally nothing - I am very stressed and I will catch up, give me a day (but I am staying up to date with the code) What are you working on? - UML and a simple puzzle What are your challenges? - time management

**NOVEMBER 13, 2023** Keeler What did you accomplish? - figured out the issue between model and view of the wall hit box (yay) What are you working on? - Altering the player hit box, implementing the heirarchy into the UML What are your challenges? - documenting the teams discussion

Miles What did you accomplish? - Created the interfaces for gameObject, learned to communicate, music What are you working on? - more sprites! What are your challenges? - keeping communication with the group, time management

Hunter What did you accomplish? - Room and room state, cleaning code, removed debugging statements What are you working on? - unsure, hardcoding the first room, room manager/room, get something working in view What are your challenges? - roman empire, as well as finding something to work on

Abigail What did you accomplish? - UML and diagramming what a simple puzzle class would look like What are you working on? - Finishing up UML and implementing the key puzzle What are your challenges? - knowing what in the game checks if the door is unlocked and working with GameObject

**November 15, 2023** Keeler What did you accomplish? - coded the room manager class, created a methodology for creating room objects What are you working on? - communicating with team on integrating room manager into the model What are your challenges? - model is complicated and needs to be refactored

Miles What did you accomplish? - created the gameObject, implemented it into other objects, and got the other objects to implement the game interfaces What are you working on? - Unsure, will figure out What are your challenges? - see above

Hunter What did you accomplish? - rendering the room (very base level) What are you working on? - working on the room stuff What are your challenges? - not causing merge conflicts

Abigail What did you accomplish? - KeyPuzzle, JUnit, javadoc, UML What are you working on? - dealing with a few issues in the JUnit test - thanks hunter :( What are your challenges? - implementing the sprites

**November 26, 2023** Keeler What did you accomplish? - Minor reorganization What are you working on? - Connecting dialog and objects What are your challenges? - understanding file structure

Miles What did you accomplish? - Refactoring classes (it looks nice now), fixed the funky collisions What are you working on? - Working on the background music What are your challenges? - not feeling to well, very busy

Hunter What did you accomplish? - Inventory, picking up and dropping items repeatedly, and the displays What are you working on? - doors and making a second room for the purposes of teleportation What are your

challenges? - getting started and motivation :)

Abigail What did you accomplish? - UML is up to date (mostly there!) What are you working on? - UML and i want to start the jukebox-ish puzzle What are your challenges? - I'm tired (and sleepy( and exhausted))

**November 27, 2023** Keeler What did you accomplish? - grew a beard, whole team is in support. Text stuff, text is associated with various items What are you working on? - changing what text we want to show and seeing how feasible it is to add chatGPT to our project What are your challenges? - still looking through and understanding code, its still confusing a bit

Miles What did you accomplish? - frustration. creating new types of errors and the media player and getting new packages installed What are you working on? - trying to make the music play What are your challenges? - getting the music to play, there are a lot of issues with the MP3 and Gradle, very weird errors and not a lot of resources.

Hunter What did you accomplish? - Worked on the door (yay for him!) and the display What are you working on? - continuing door visibility and figuring out the mechanics behind it What are your challenges? - getting it done, nothing serious

Abigail What did you accomplish? - more UML and made a simple jukebox class What are you working on? - jukebox class and puzzle What are your challenges? - kinda sick, motivation

**November 29, 2023** Keeler What did you accomplish? - Got the music to work and figured out how to implement chatGPT if we have time, looked at resources What are you working on? - resources and refactoring What are your challenges? - getting the resources to work

Miles What did you accomplish? - figured out how to get the music to work, now dealing with linux issues What are you working on? - Textboxes and giving them a makeover so they look pretty and up their self esteem What are your challenges? - the linux issues, and feeling empty and useless because technology isn't working

Hunter What did you accomplish? - Logic and rendering of doors and multi door functionality What are you working on? - more doors! the transportation between multiple rooms What are your challenges? - Not taking over the world with GitHub copilot

Abigail What did you accomplish? -More work on Jukebox, filled out most of the readme, learned what Hunter's major is What are you working on? - Jukebox and disk interaction with jukebox puzzle What are your challenges? - figuring out how the disk will work with the music score and Enums

**November 30, 2023** Keeler What did you accomplish? - Fixed how the resources were existing What are you working on? - fixing the Junit tests What are your challenges? - putting the hours that he wants to into this project

Miles What did you accomplish? - Lock is now in the game and restructured how the objects are put into the game to make that process easier in the future What are you working on? - Making the lock puzzle, adding other objects to make the world more rich What are your challenges? - Working on what needs to be worked on or having fun

Hunter What did you accomplish? - Working on the multiple rooms, rendering the second room What are you working on? - finishing the multiple rooms What are your challenges? - figuring out how to orient the player

when entering a new room

Abigail What did you accomplish? - finished the readme up to this point, made a UML use case diagram, got most of the user manual done What are you working on? - finishing the user manual What are your challenges? - Understanding the requirements of the documentations

**December, 3 2023** Keeler What did you accomplish? - Updated the gradle and readme files What are you working on? - CRC cards and documentation What are your challenges? - time

Miles What did you accomplish? - Massive sweeping changes to inventory system, modified the creation of objects, movement of player, how objects are rendered in the rooms. What are you working on? - Creating a stable (incomplete) version that can be pushed, so the game can be run as a demo What are your challenges? - having a realistic expectation for what we can do.

Hunter What did you accomplish? - Refactoring and commenting javadoc. What are you working on? - Whatever needs done to get points. What are your challenges? -

Abigail What did you accomplish? - Trying to keep up with the UML and User manual What are you working on? - documentation What are your challenges? - Trying to keep up with everything that is happening so that the documentation can be completed, trying to get the team to agree to a final point so that documentation can actually get done and be accurate