

# Sprint 4 Report

## COMP 496

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Mar 10, 2024

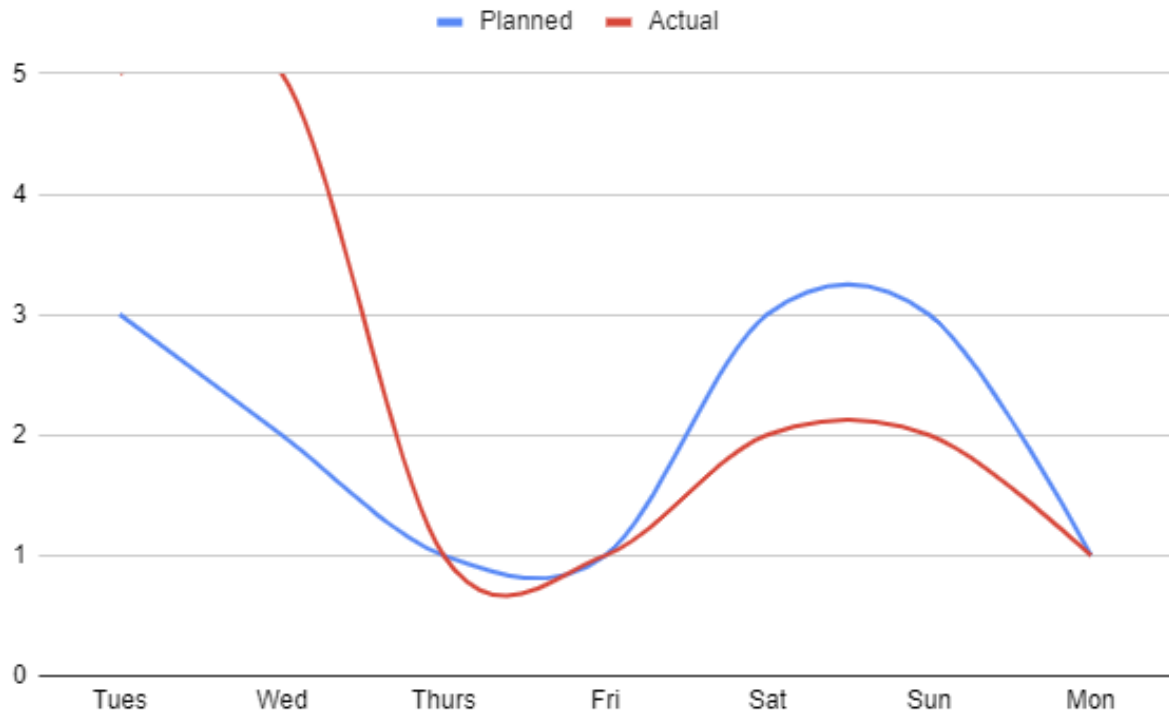
<b>Sprint start date:</b>	Mar 3, 2024
<b>Sprint end date:</b>	Mar 10, 2024
<b>Project title:</b>	Goober's radioactive escape
<b>Team name:</b>	Team 3
<b>Partners:</b>	Nicholas Dewberry Michael Paylor Kevin Smoot Daequan Peele
<b>Instructor:</b>	Dr. Kelvin Bryant

## 1 Sprint Goal

1. Basic Level Design 2. Basic FPS movement 3. Adding AI to a combined scene

## 2 Team Burndown Chart

Burndown chart showing day-to-day progress on sprint tasks. Ideal (baseline) daily effort and actual daily effort of the team are both shown in the figure below.



### 3 Sprint Backlog

Breakdown of planned tasks assigned to team (work units expressed in hours)

TASK DESCRIPTION	ESTIMATED WORK	ACTUAL WORK
Design and implementation of first level	5.0	3.0
Design and Implementation of Second level	5.0	1.0
Design of player camera and sight	5.0	5.0
Implementation of FPS movement 4	5.0	3.0
Implementation of guns	5.0	1.0
Design of network architecture	5.0	4.0
Local small Networking demo	5.0	5.0
Implementation on an AWS server	5.0	1.0
Design of networking gaming	5.0	3.0
Final bug testing and polishing of networking issues	5.0	1.0
GOAP single agent	1.0	3.0
GOAP advanced agent	1.0	1.0
GOAP advanced agent 2	1.0	1.0
GOAP advanced agent 2	1.0	1.0
GOAP agent interactivity	1.0	1.0
GOAP Networking solutions	1.0	1.0
GOAP Level design coalescence	5.0	5.0
<b>TOTAL</b>	<b>alot</b>	<b>20.0</b>

## 4 Individual Time Expenditures

Summary of tasks performed by the individual (work units expressed in hours)

TASK DESCRIPTION	ACTUAL WORK	PERCENT COMPLETE
dry debugging	1.0	90%
Bringing AI to the Combined scene	5.0	90%
Bringing AI, updated level design and combat <b>8.0</b>	5.0 <b>90%</b>	90 <b>TOTAL</b>

## 5 Individual Retrospective

The following lists describe actions (as an individual) that will be started, stopped, or continued during the next sprint to maximize work efficiency.

Actions and/or items to **start** doing in the next sprint (top 3)

- Communicate at the start of the day in our disorders
- Advanced network + AI debugging
- Amend and update enemy AI types

Actions and/or items to **stop** doing in the next sprint (top 3)

- Stop forgetting about homework (I did it again today)
- Stop forgetting about quizzes
- Stop forgetting about timelines

Actions and/or items to **continue** doing in the next sprint (top 3)

- Continue meeting with team
- Continue messaging and checking in with team members routinely.
- Continue waking up early and eating well.