

# Assignment G-5: Sprint 5 reflection

Project team 18

The team is doing well. This sprint we have finished all the user stories we planned on finishing except user story 12, creating a new mini-game since we changed our mind about its priority in the last sprint. And also we still have some issues/user stories in the backlog as we prepared on what we could do in the future if we had more time. We have adjusted well to how many tasks we can finish in a sprint. In the beginning we overestimated how much we could finish, but after a couple of weeks we learned and adjusted. There is room for improvement in different areas like communication. Lately we have been meeting more and more online, which works but we feel it sometimes would be good to meet physically as well.

There has been some use of generative AI. We never decided on any AI guidelines in the group, but any group member was free to use them. Some team members used GitHub Co-Pilot chat function to get a general view of how to structure the feature, so that it was expandable and followed good coding practices. Moreover, we used it to get a better understanding of how certain features and methods worked in Unity. As it was almost always faster than searching on the forums.

As discussed in the previous reflection we have done some unit testing using Unity's test framework. However testing some areas was difficult. One area where we did have a lot of testing was whether scriptable objects were set up correctly. There have been times when the contents of them have been changed because of the testing. For instance, we have a test that checks if the audio balancing value is greater than zero in audio related scriptable objects. This is because Unity defaults the value to 0 and if it stays like that then no sound will be played. Whenever we encounter a problem we usually run our tests to see if they help us solve it.

We completed the following user stories this sprint:

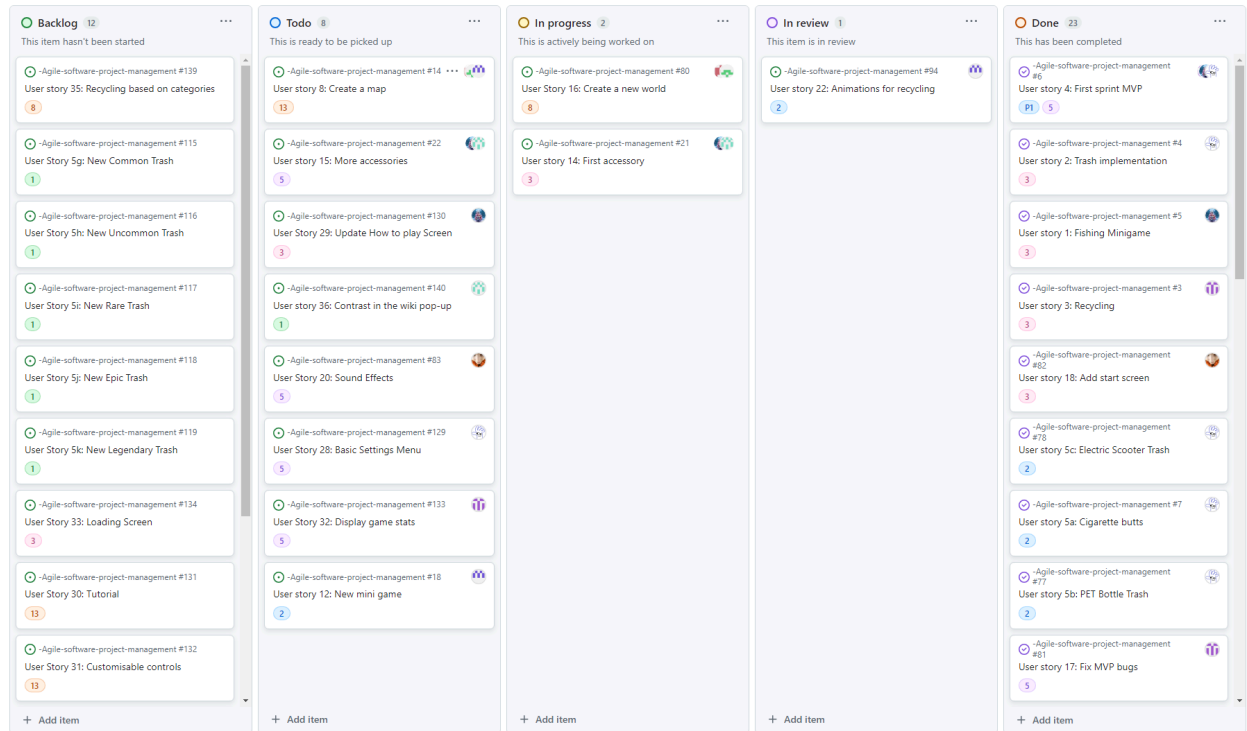
- User Story 8: Create a map
  - As a gamer who likes progression  
I want to be able to unlock different levels  
so that I feel that the game has variety and progress
- User Story 14: First accessory
  - As a gamer who likes variety  
I want an accessory in the game  
so that the gameplay can have more variation
- User Story 15: More accessory
  - As a gamer who likes variety  
I want accessories in the game  
so that the gameplay can have more variation
- User Story 16: Create a new world
  - As a gamer who likes progression  
I want to be able to unlock different levels

so that I feel that the game has variety and progress

- User Story 20: Sound effects
  - As a gamer who likes audio  
I want the game to have good sound effects  
so that I feel more immersed in the game.
- User Story 22: Animations for recycling
  - As a graphic designer,  
I want animations for recycling,  
so that the game is more fun
- User Story 28: Basic settings menu
  - As a gamer who likes customizability  
I want to be able to change the game's settings  
So that I can change the settings to fit my preferences.
- User Story 29: Update how to play screen
  - As a new gamer  
I want to be able to see what you do in the game  
So that I understand how to play it.
- User Story 32: Display game stats
  - As a gamer who likes statistics  
I want to be able to see my game stats  
So that I can see what I have accomplished
- User Story 36: Contrast pop-up
  - As a person with with vision impairment  
I want contrast between text and background  
so that I can take part of the information

We have no plans, except for doing the last assignments to finish the course, since sprint 5 was the last real sprint.

## Image of Kanban Board before sprint 5:



## Image of Kanban Board after sprint 5 (we removed minigame from todo):

