

# Assignment G-4: Sprint 4 reflection

Project team 18

Our team is doing good and the project is on track, but we had some problems with the organization during and after the “free” week. The main problem was the confusion resulting from the amount of time passed between the sprint plannings. Moreover, there were some features that were blocked by others in the beginning of the sprint resulting in some features not being finished by the end of the sprint. This is not a big problem as the features that were blocked weren't large, however it is still something to be cautious about as to not clog up our todo list with features from older sprints.

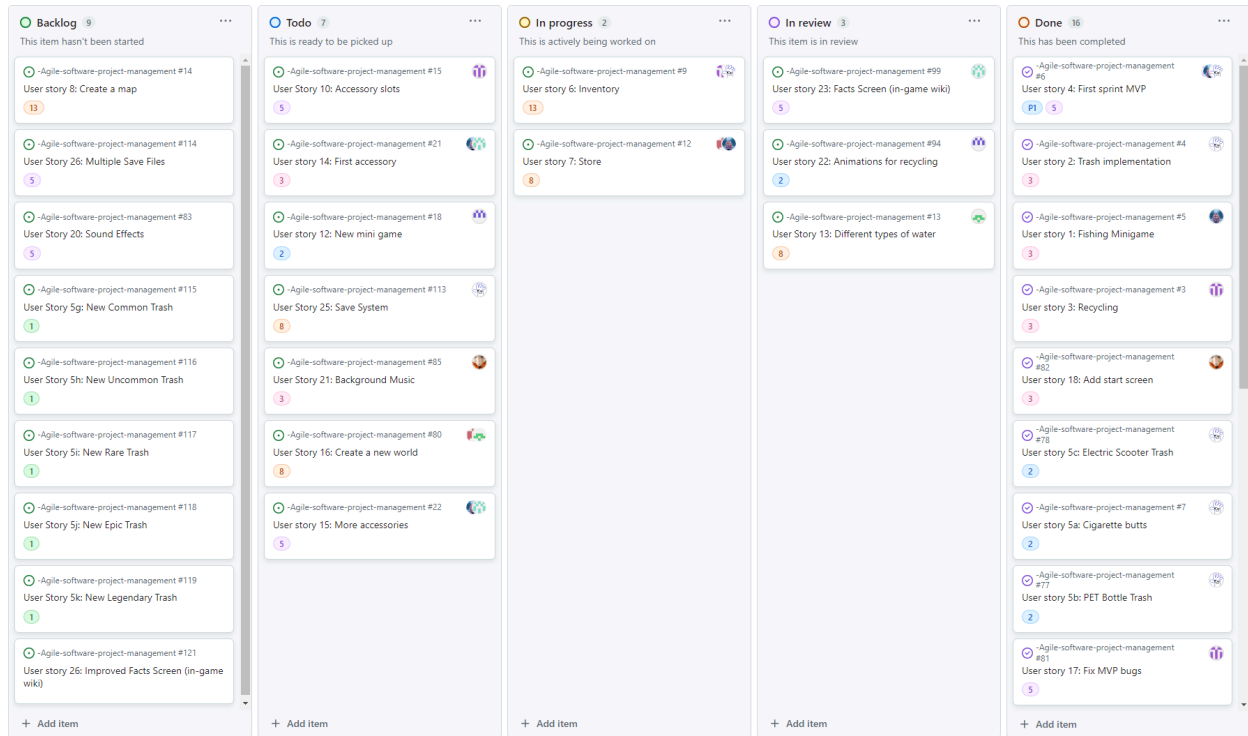
For our project, doing tests can vary in complexity since we are dependent on the unity game engine but it has helped us in ensuring software quality, catching bugs and setting expectations for how a certain part of our code is supposed to function. A majority of our classes depend on other classes and are mainly functional during runtime, so for testing the majority of our code it would result in more integration tests. Ideally creating unit tests for our project should be done by doing tests in “edit mode” and are not simulated in “runtime”. But doing unit tests is doable for some of the classes, as some are more isolated from the rest of the program.

We completed the following user stories this sprint:

- User Story 7: Store
  - As a capitalist player, I want a store, so that I can spend my money to get things
- User Story 6: Inventory
  - As a simulation-role-playing gamer, I want an inventory, so that I can see what trash I have collected.
- User Story 10: Accessory Slots
  - As a person who likes to have structure, I want to have “accessory” slots, so that I can see the upgrades I have
- User Story 21: Background Music
  - As a gamer who likes audio, I want the game to have matching background music, so that I feel more immersed in the game.
- User Story 25: Save System
  - As a gamer, I want to be able to save, so that I can keep my progress between game sessions.

For the next and final sprint, our plan is to mostly complete the user stories we haven't completed from previous sprints like, new world (user story 16) and accessories (user story 14 and user story 15). But we will also try to implement a Map system for traveling between worlds (user story 8), A how to play screen (user story 29), sound effects (user story 20), a basic settings menu ( user story 28), a screen displaying game stats ( user story 32) and some minor changes to the trash facts pop up (user story 36). We also plan to start writing our final report.

## Image of Kanban Board before sprint 4:



## Image of Kanban Board after sprint 4 (prepared some user stories in backlog):

