**Team:** A3 – That One Company Inc. **Last Updated:** 12/3/2021

**Backlog**

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| **Priority** | **Bug or Enhancement** | **Status** | **Key Features** | **Resources Needed** |
| There are no items left on the backlog now. | | | | |

**Completed Bugs/Enhancements**

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| --- | --- | --- | --- |
| **Bug or Enhancement** | **Developers** | **Scrum Cycle Periods** | **Result** |
| Improve Instructions Screen | Jonathan Mason | Scrum Sprint 1 | The instructions text on the menu option has been changed to a more readable color, and both the menu screen and the in-game screen now include instructions for attacking and interacting. |
| Fix Level Collisions | Omar Rosario | Scrum Sprint 1 | The player’s horizontal position is now restricted, so the cat cannot fall out of the left or right sides of the map anymore. |
| Level 5 Looping Infinitely Bug | Michael Merritt | Scrum Sprint 1 | Clearing level 5 now brings up a green success screen congratulating the player which returns them to the main menu instead of putting them back at the beginning of level 5. |
| Improve Menu Navigation | William Siri | Scrum Sprint 1 | The navigation controls for the main menu and level select screen now work for both WASD and the arrow keys, making them much smoother and more intuitive for players to use. |
| Add Mute Feature | Omar Rosario | Scrum Sprint 2 | The music in game can now be muted from any screen in the game by pressing the “M” button. A visual indicator was also added to let the player know if the game was muted. |
| Restructure Level 3 | Michael Merritt | Scrum Sprint 2 | A moving platform and some ground tiles were added to make the impossible jump on level 3 clearable, and the enemies in the level were repositioned to be in bounds and not in walls or the water. |
| Add Variable Jump Height | William Siri | Scrum Sprint 2 | The player is now able to perform a short hop by tapping a jump button (space, up arrow, or W) or a full jump by holding a jump button. |
| Allow Attacking While Jumping | Jonathan Mason, William Siri | Scrum Sprints 2 and 3 | The player is now able to use the attack when jumping and falling. The attack is also single fire now. |
| Spacebar is Double Bound | Omar Rosario | Scrum Sprint 3 | The spacebar now only causes the player to jump, and interact was moved to C and F. |
| Relocate Narrative Screen | Omar Rosario | Scrum Sprint 3 | The narrative screen is no longer present on the main menu, but instead is loaded whenever level one is played. The narrative screen also stays open until the user closes it now to allow them to read it fully. |
| Improve Level Completion Feedback | Michael Merritt | Scrum Sprint 3 | The gold box sprite now contains a waving checkered flag to indicate that it is the clear condition and plays a victorious sound effect when collided with by the player. This sound effect can be muted alongside the music. |
| Adjust Attack Spawn Location | Michael Merritt | Scrum Sprint 3 | The attack now spawns instead of the player’s face instead of far above and in front of the cat. The projectile can now collide with bug enemies on the ground, making it more reliable. |
| Cat Sprite Cannot Flip Mid-Air | Jonathan Mason | Scrum Sprint 3 | The cat’s sprite will now turn around as the cat changes direction in air, rather than only facing the direction the cat initially jumped in. |
| Fix Animation Bug for Walking and Attacking | Jonathan Mason | Scrum Sprint 3 | If the player starts attacking while walking now, the player will stop and attack without continuing to play the walking animation while staying in place. |
| Increase Game Duration | Jonathan Mason, Michael Merritt, Omar Rosario, William Siri | Scrum Sprint 4 | The game now has 4 additional levels, bringing the game to a total of 9 playable levels. |
| Restructure and Improve Old Levels | Michael Merritt | Scrum Sprint 4 | Levels 4 and 5 were restructured to be more unique, challenging, and fun for the player by changing the tile layouts, object locations, hazards, and enemy locations. |
| Implement New Music | Jonathan Mason | Scrum Sprint 4 | The game now has a new song playing in the menus, as well as a separate new song that plays when in a level. |
| Implement New Sound Effects | Michael Merritt | Scrum Sprint 4 | Jumping, attacking, defeating an enemy, and dying now result in unique and distinct sound effects to provide more player feedback. |
| Modify Level Select to Handle New Levels | William Siri | Scrum Sprint 4 | The level select screen code is much more organized and handles all 9 levels instead of just 5. |