

Project Summary

csci205_final_project

Project Details

Members

- Connor Coles
- Eric Reinhart
- Jiasong Zhu
- Mikey Ferguson

Project Retrospective

What was your initial goal?

To create a Pokemon game that worked and felt like Pokemon.

What did you achieve?

We did achieve a Pokemon game that worked!

What went well in the project?

Communication, time management, teamwork, and git coordination all went well in this project.

What could be improved?

Code design.

What would you change if you did the project again?

We would try to implement formal design patterns in our code.

Charts

Health Bar

Project Health

csci205_final_project (As of: 12-6-2022)
Includes backlog



Unstarted (0h) Started – Remaining (0h) Spent (138.03h)

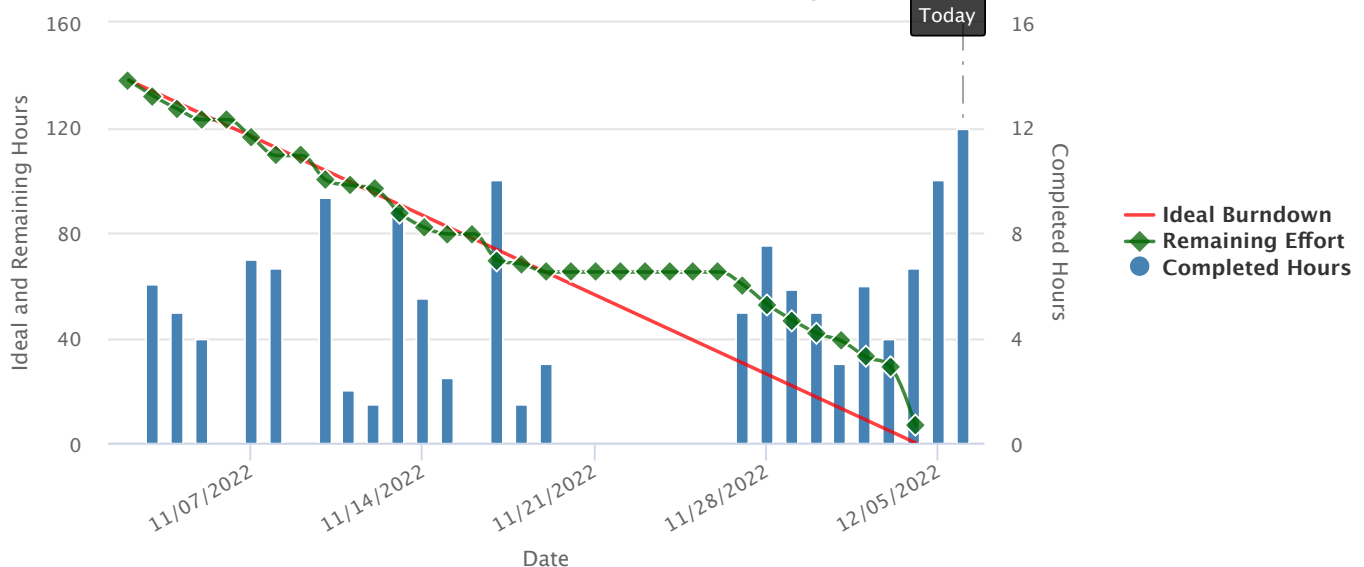
Highcharts.com

We discussed what could be done with 138.03 hours. Lots of things it seems, but none of them are better than creating a Pokemon app! We certainly poured a lot of time and love into the project over this past month, and we are very proud and satisfied at the result! It is astonishing that group work can actually be fun and helpful.

Burndown Chart

Project Burndown Chart

csci205_final_project (As of: 12-6-2022)
Does not include backlog



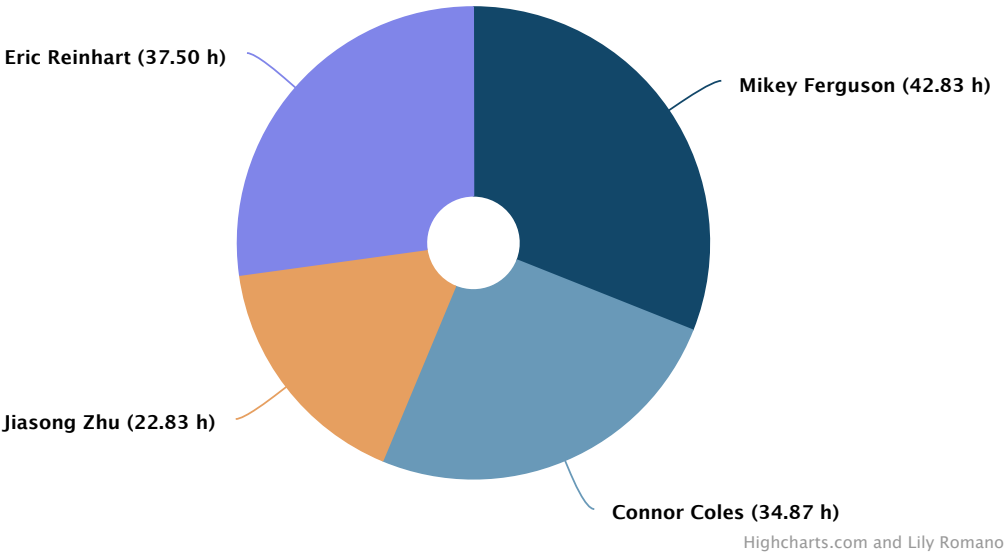
Highcharts.com and Lily Romano

Thanksgiving Break was obviously not as productive. The last week entailed improving the user experience, which turned out to be a lot more work than anticipated. This is why our hours were stacked at the end.

Assignee Chart

Project Hours assigned vs. completed

csci205_final_project (As of: 12-6-2022)
Does not include backlog



We all had significant contributions. Clearly, the project would not be the same without every single one of us. We had good communication, good teamwork, and good work distribution. This is how group work should be! We were able to focus on our strengths, from coding structure to graphics to reporting.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Connor Coles	1.2	2	9.83	9.33	0	12.5
Eric Reinhart	0	2	33.17	1.33	0	1
Jiasong Zhu	5	0	10.5	7.33	0	0
Mikey Ferguson	0	2	36.5	4.33	0	0

Sprints

Sprint 1

Dates: 11-2-2022 to 11-9-2022

Review: What went well in the sprint?

Fun planning together. Good communication. We did not have any merge conflicts.

What could be improved?

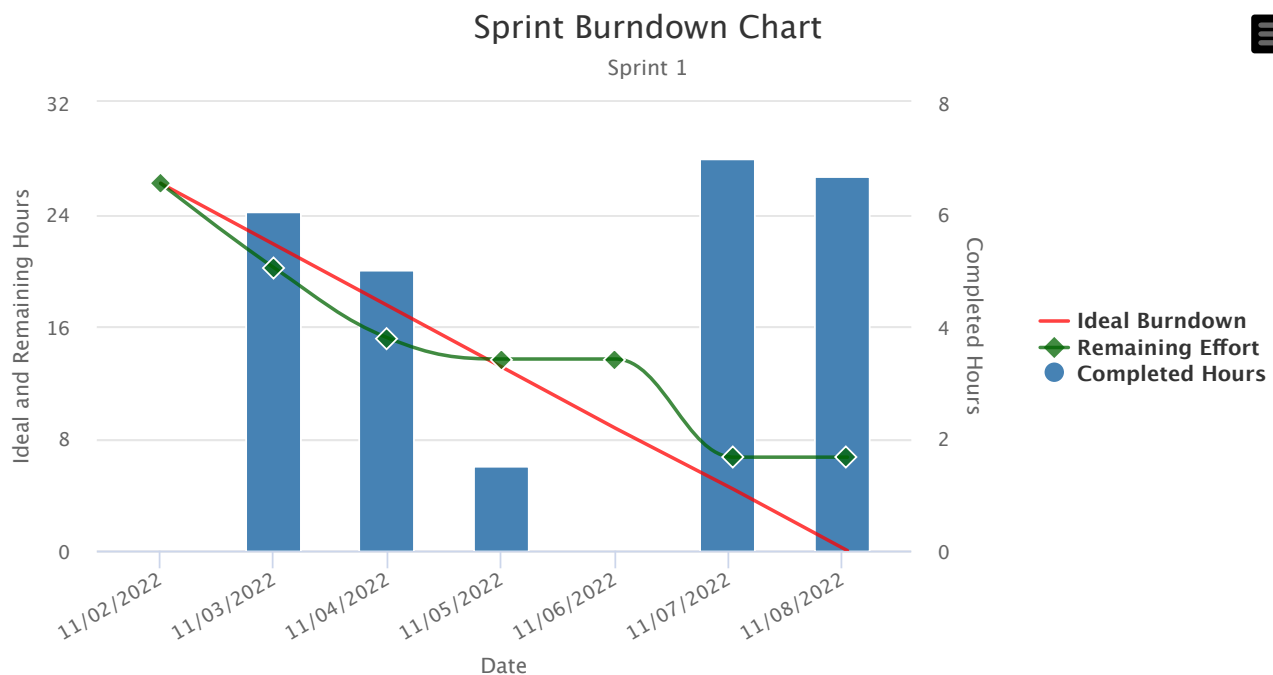
Slitting the work more evenly. Splitting the coding more evenly.

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

I think we are on track. In fact, I believe we may be a bit ahead.

What will you improve on in the next sprint?

Work balance. Who does what kind of work? We will make sure not just two people do all the coding.



Highcharts.com and Lily Romano

Sprint 2

Dates: 11-9-2022 to 11-16-2022

Goal: Primarily Scene Builder based. Want to finish all underlying java code for arena, player and creature classes.

Review: What went well in the sprint?

I feel we communicated pretty well. We met up and actually got work done! Delegated work quite well.

What could be improved?

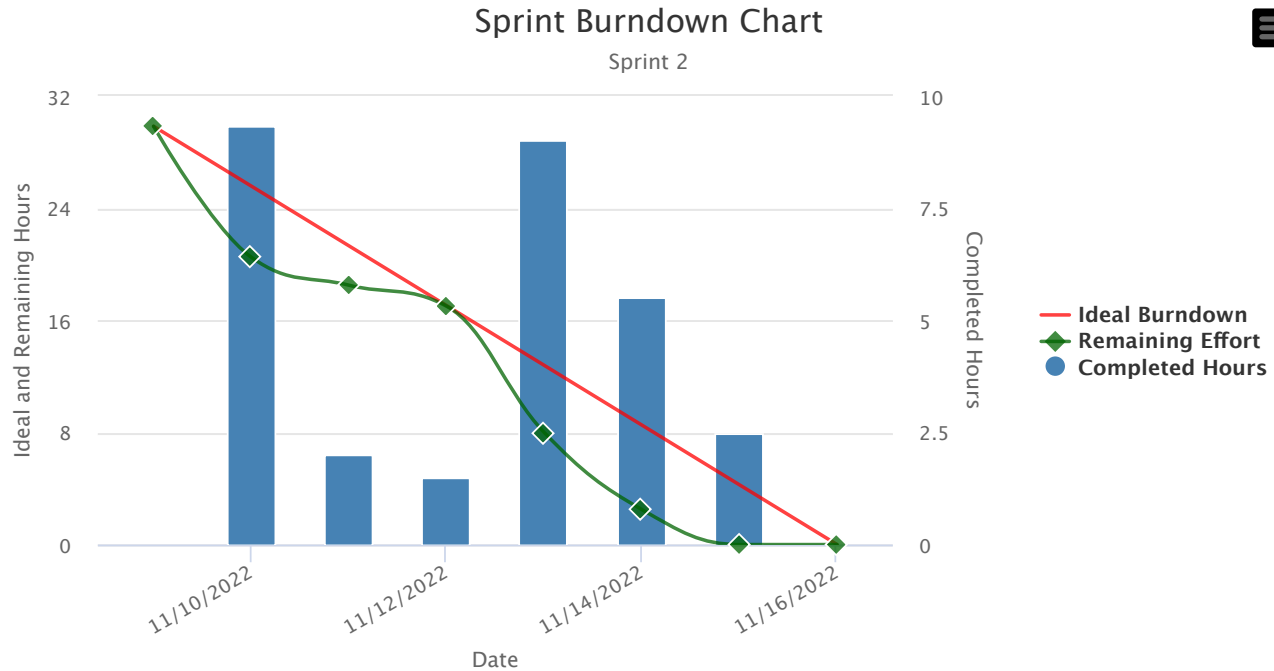
Continuing to delegate tasks properly.

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

Yes.

What will you improve on in the next sprint?

Delegating work and evenly distributing tasks.

**Sprint 3**

Dates: 11-16-2022 to 11-28-2022

Goal: Our goal is to create controllers, models, and a cohesive user experience.

Review: What went well in the sprint?

We all did well with working on our own parts of the project, and we made sure to communicate when it was necessary to pull. We all worked on a variety of different things and constantly communicated what we did.

What could be improved?

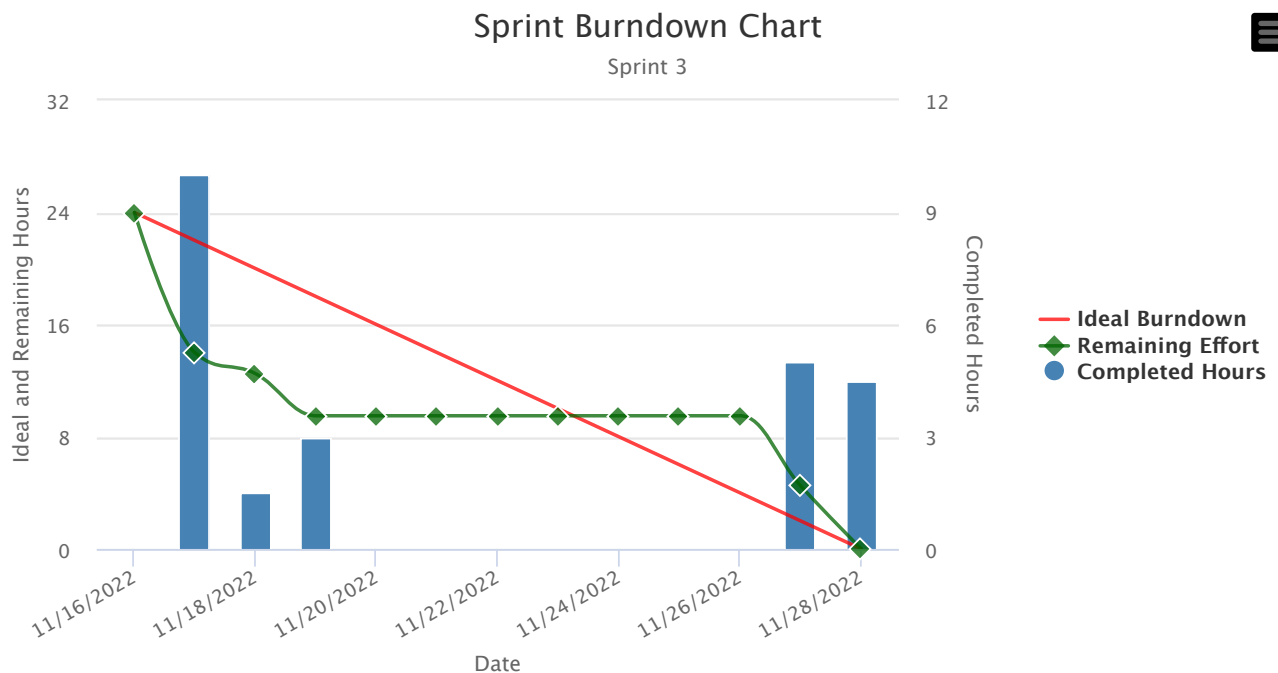
Work balance - making sure people perform a relatively similar amount of work.

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

We are on track, though that depends on how ambitious we feel. We certainly accomplished everything we wanted to for this sprint.

What will you improve on in the next sprint?

We will try to maintain more balance among the work we distribute, but we are pleased to report that everyone contributed.

**Sprint 4**

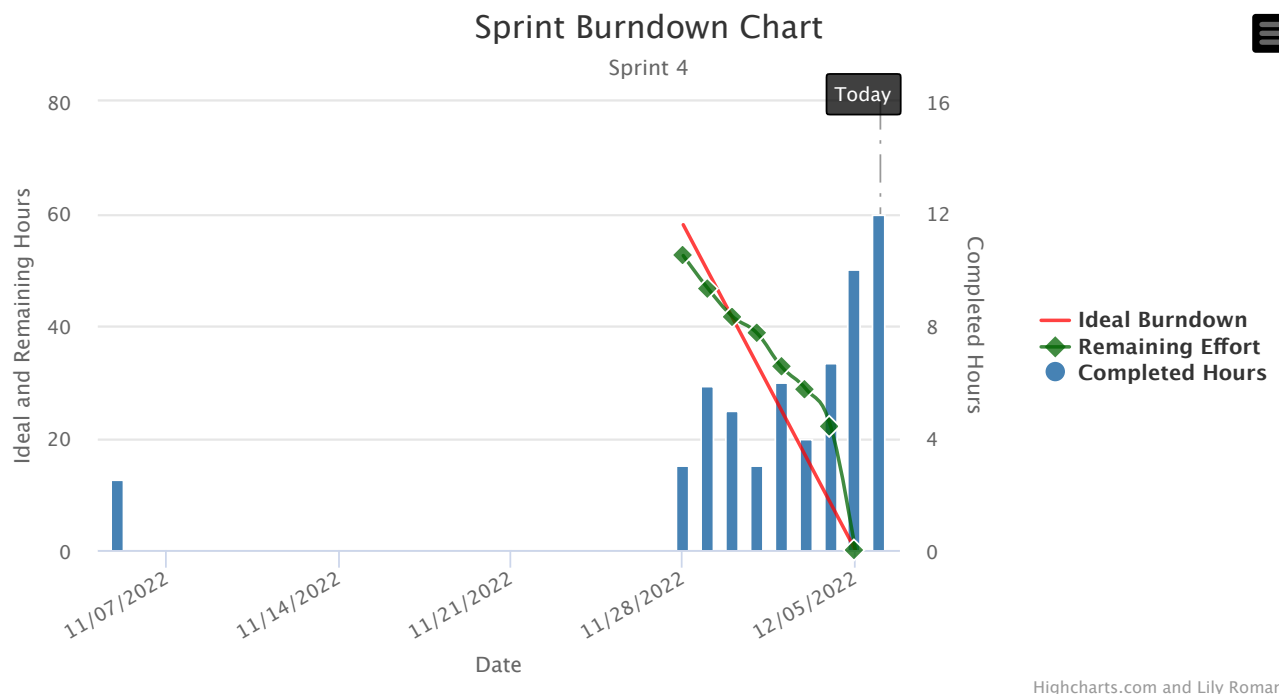
Dates: 11-28-2022 to 12-5-2022

Goal: We want to finish the project! And accomplish work balance and fun while doing it.

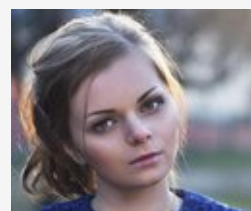
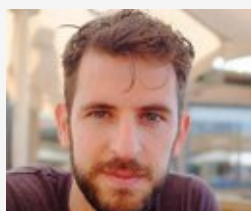
Review: **What went well in the sprint?**
Everything went reasonably well! We accomplished all our objectives and went above and beyond (still struggling in separate branches!)

What could be improved?
Code framework - diagrams are a little messy.

If you were to continue the project, what would you improve on in the next sprint?
Enemy AI and animation improvement.



Personas





Levi Carpentier

Quote

"I want a game that I can easily play anywhere without having to dedicate a bunch of time to one session."

Narrative

Levi Carpentier works a 9-5 job and is single. He comes home from work every day tired and ready for a meal, for which he has to wait for heat up. Rather than read a book, he wants a low-key game that he can play while waiting.



Clarisse Fournier

Quote

"Can we go home yet?"

Narrative

Her dad takes her shopping and leaves her in the car. She is bored and wants to do something fun to pass the time.



Julia Flores

Quote

"I'm looking for something to get interested in!"

Narrative

Julia Flores is a warehouse associate worker who has a hard time finding passion in her job. She is concurrently enrolled in school, and hopes that such enrollment will enable her to have a job that she finds interesting. In the mean time, she wants to find something that keeps her passion for life going, and, and having never been exposed to Pokemon, is hoping to have a passion kindled!

Table of Work

Showing 1 to 32 of 32 entries

Search:

Title	Type	Est.	Spent
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Closed (32)		138 h, 2 m	0
Sprint 1 (7)		26 h, 12 m	26 h, 12 m
Bored child sits in car waiting for their dad to come back	User Story	7 m	7 m
CRC Cards	Design Need	1 h	1 h
Create User Stories and User Personas	Documentation	30 m	30 m
Implement Dependent Classes First	Technical Task	1 d, 4 h, 30 m	1 d, 4 h, 30 m
Set up UML diagrams	Design Need	7 h, 20 m	7 h, 20 m
The Causal Gamer decides to play a game after coming home	User Story	5 m	5 m
Understanding Scene Builder Better	Design Need	4 h, 40 m	4 h, 40 m
Sprint 2 (6)		29 h, 50 m	29 h, 50 m
Create a Pokemon Viewing screen	User Story	3 h	3 h
Create an Arena in Scene Builder	User Story	1 h	1 h
Menu Screen in Scene Builder	User Story	2 h	2 h
Player and Arena Class Implementations	Technical Task	1 d, 2 h, 30 m	1 d, 2 h, 30 m
Understanding Scene Builder Better	Design Need	7 h, 20 m	7 h, 20 m
Visual Setup	Technical Task	6 h	6 h
Sprint 3 (6)		24 h	24 h
Controller for Menu	Technical Task	2 h	2 h
Controller for Selection	Technical Task	5 h	5 h
Controller for the Arena	Technical Task	1 d, 1 h	1 d, 1 h
Figure out how to switch between screens	Design Need	1 h	1 h
Merge conflict with pokemonArena.fxml	Bug	6 h	6 h
Polish different scenes if needed	Design Need	1 h	1 h
Sprint 4 (12)		58 h	0

Add Music & Sound Effects	Technical Task	2 h	2 h
Communication of Move Usages - Text Updates	Technical Task	4 h, 30 m	4 h, 30 m
Controller for the Arena	Technical Task	2 h	2 h
Fainting Animation When Pokemon Dies	Technical Task	0	0
Fix Opponent Swap	Technical Task	1 h	1 h
Game balancing & Enemy AI	Technical Task	1 d, 4 h, 30 m	1 d, 4 h, 30 m
General Cleanup and Small Polish	Technical Task	3 h	3 h
Make it so that no animation plays when the attack misses	Technical Task	3 h	3 h
Pokemon Throw in Animation	Technical Task	3 h	3 h
Report	Documentation	1 d, 5 h	1 d, 5 h
Try to do move animations	Technical Task	1 d, 4 h	1 d, 4 h
Winner Screen	Technical Task	2 h	2 h
Backlog (1)		0	0
Merge conflict with pokemonArena.fxml	Bug	0	0

Daily Scrum

#/11/03/22 ####All Tonight, our group worked on completing our User Personas and have two user stories completed. The third was completed, but then the application crashed and we wanted to move on. We have a rough plan and UML diagram for our Pokemon implementation, and have a visual planned for one of the portions of our GUI. We ran into a couple of challenges in terms of planning; namely, how do we determine moves? Ultimately we decided on a map which contains all of the moves (functional interphase), and we have other things we plan on implementing. By next Wednesday, we want to have the Player class implemented. My focus will be on the map of functional interphases

#/11/07/22 ####All Today's class was dedicated to establishing certain move mechanics based off of certain Creature types being targeted. What remains is completing all of the moves to consider the types of Creatures they attack, and then implementing the unit testing. Further, by the end of the sprint or near the beginning of the next sprint,

we hope to have the Player and Arena classes implemented. UML diagrams should also be done by Wednesday. #11/09/22 We worked on the moves primarily and were able to fix issues we were having with the unit testing. #11/11/22 Mapped out what the arena class should look like. Made a rough UL diagram on the board. We also delegated work for the weekend. 11/014/22 ##All Today we fixed our Module-info.java. We were also able to fix the issue that we were having with opening up scene builder.