

Team Pioneers presents

The Halloween Night

Developed By-

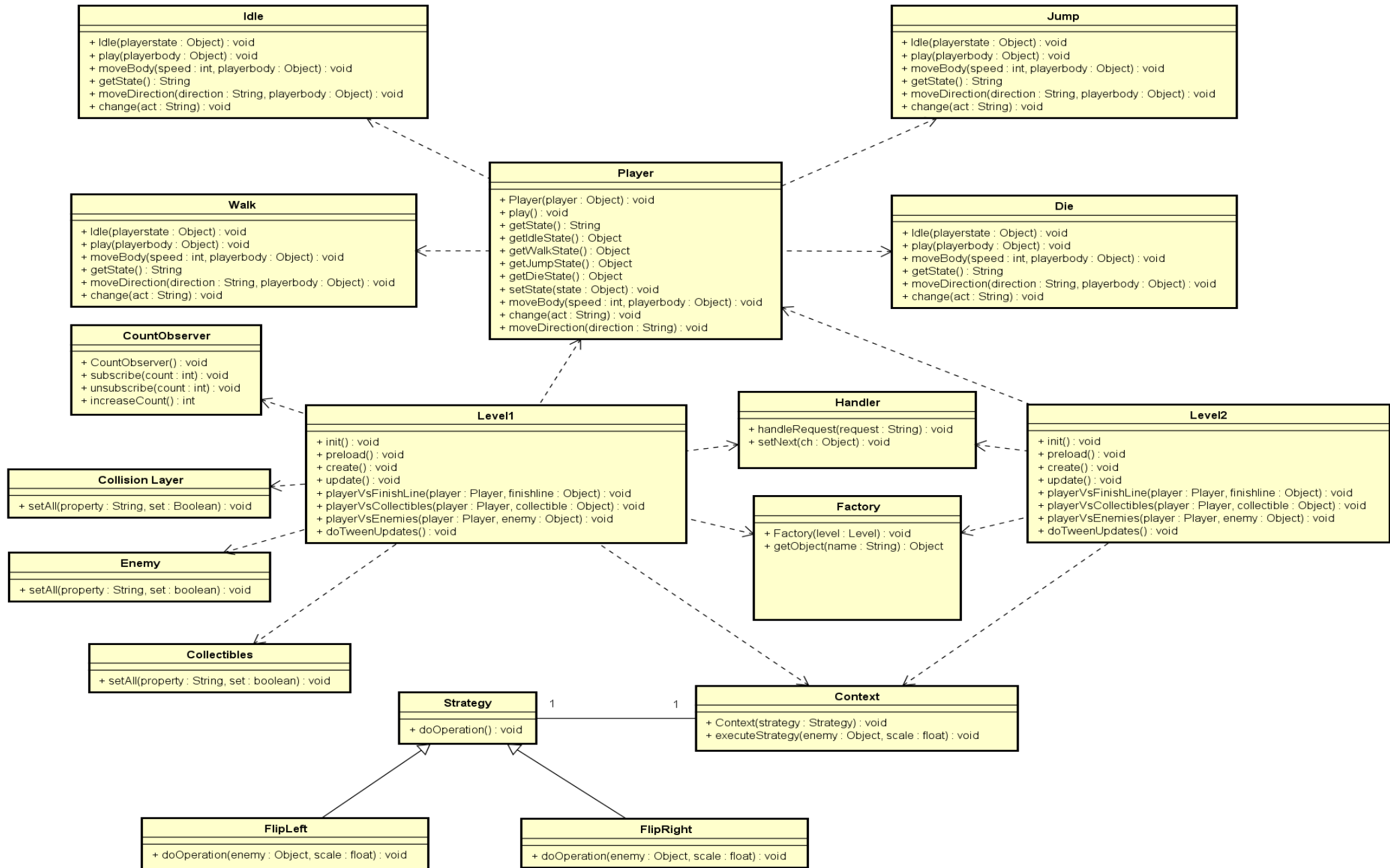
RAJESHRI SONWANE
RUTVIK PENSIONWAR
SUNNY UDHANI
VARUN SHAH
VISHWESHKUMAR PATEL

Project deliverables

- Team's UML diagrams
- Final Task Board
- Final Cumulative Flow diagram
- Final Scrum Burndown Chart
- Team's Project Retrospective

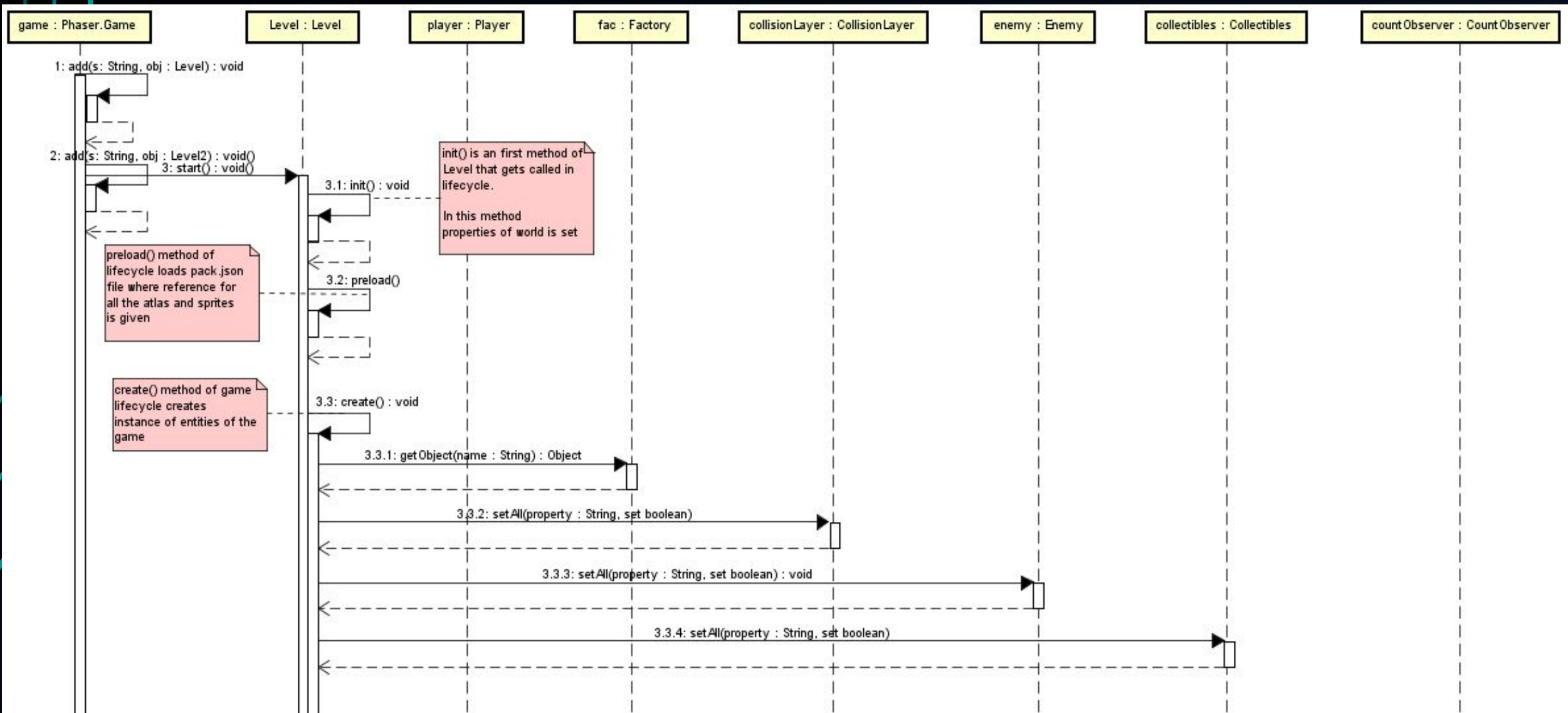


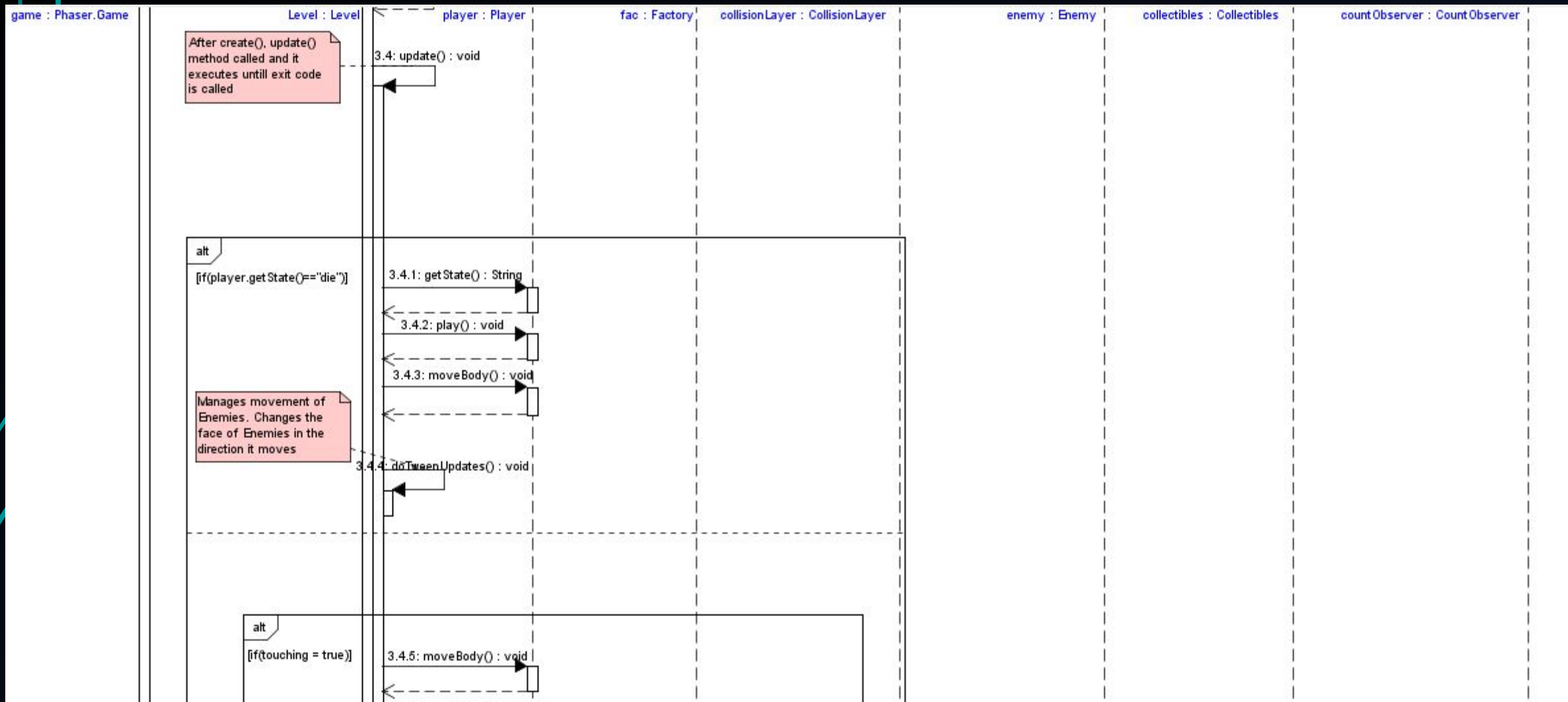
UML Class Diagram

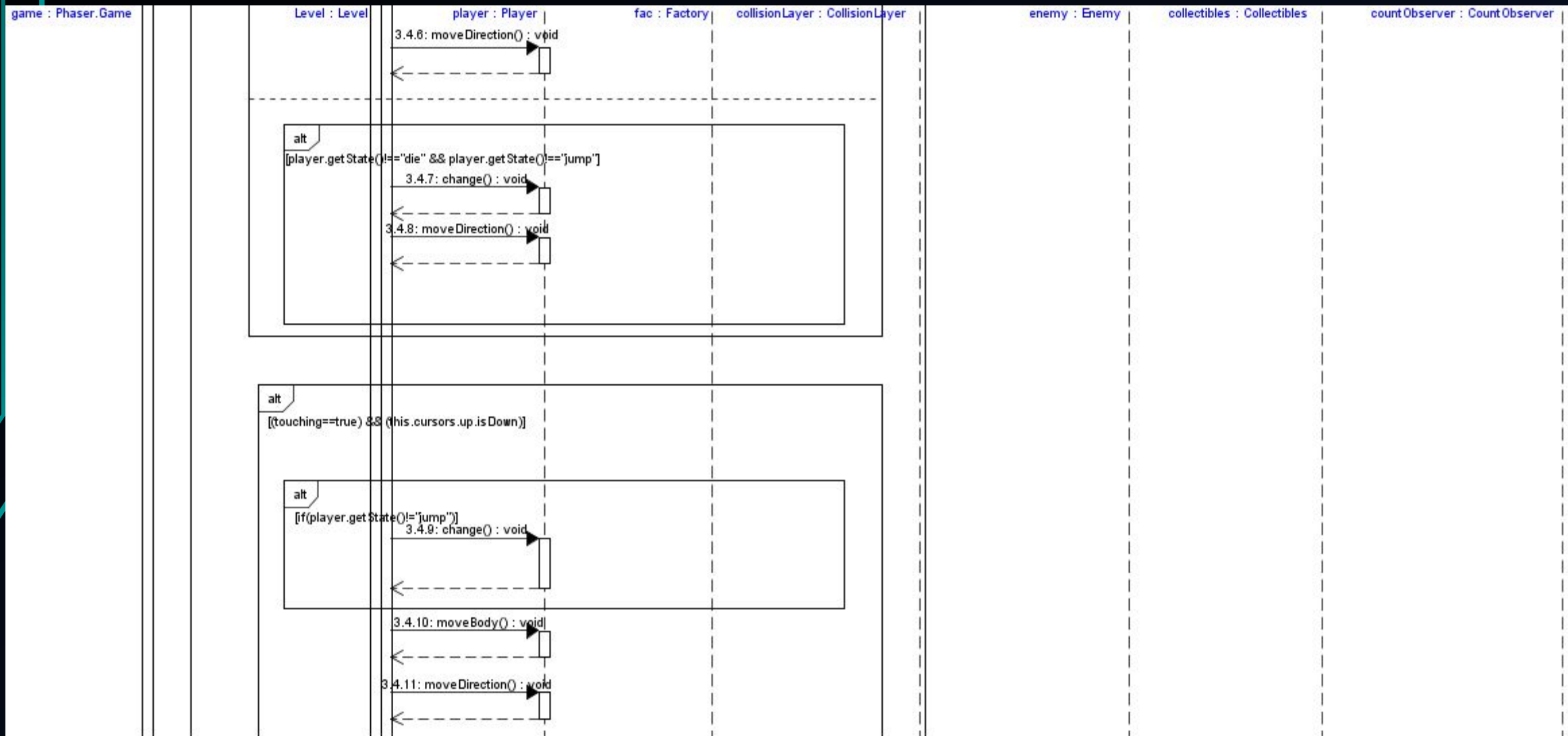


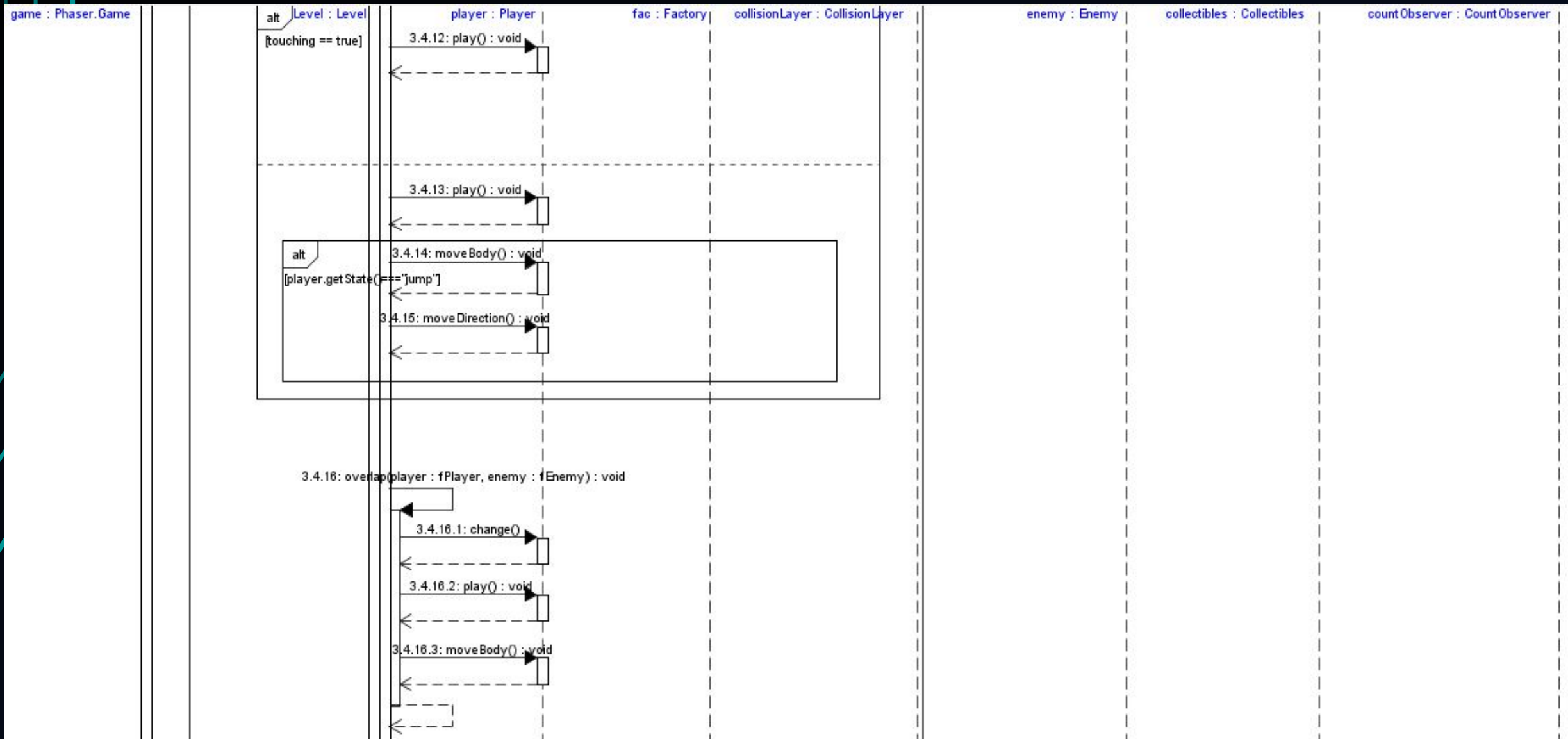


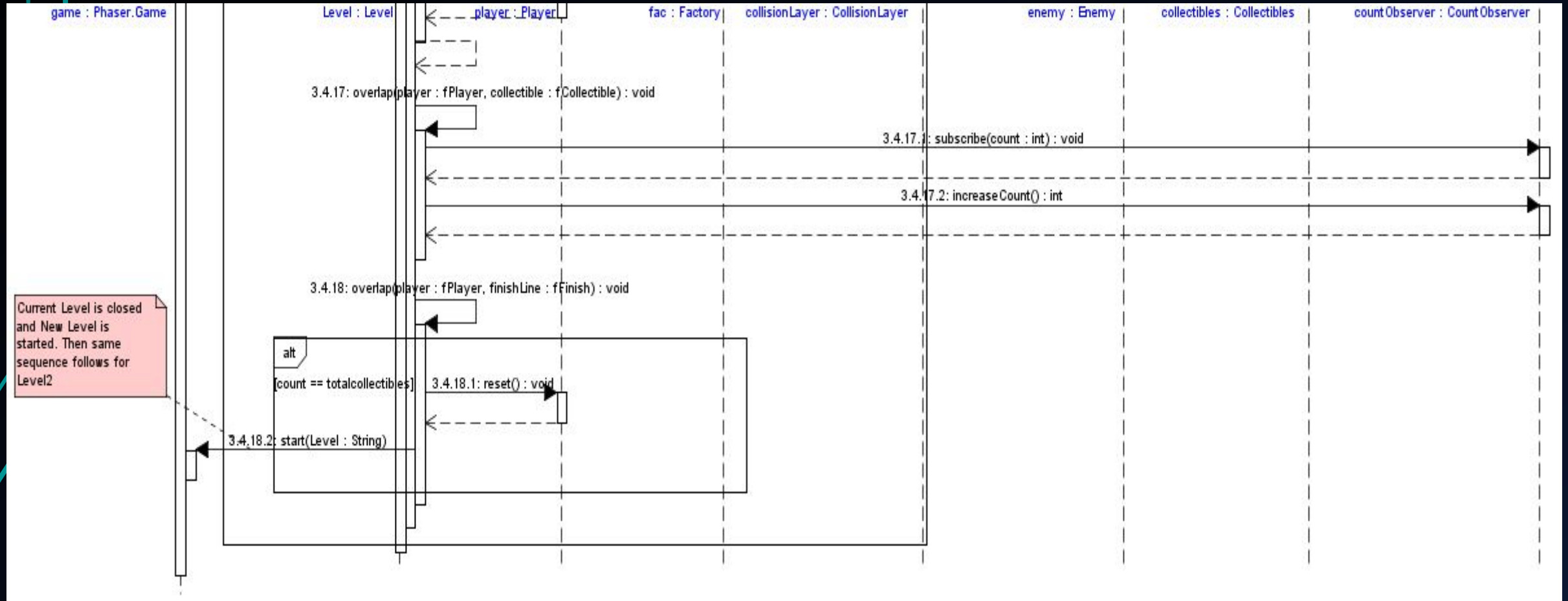
UML Sequence Diagram







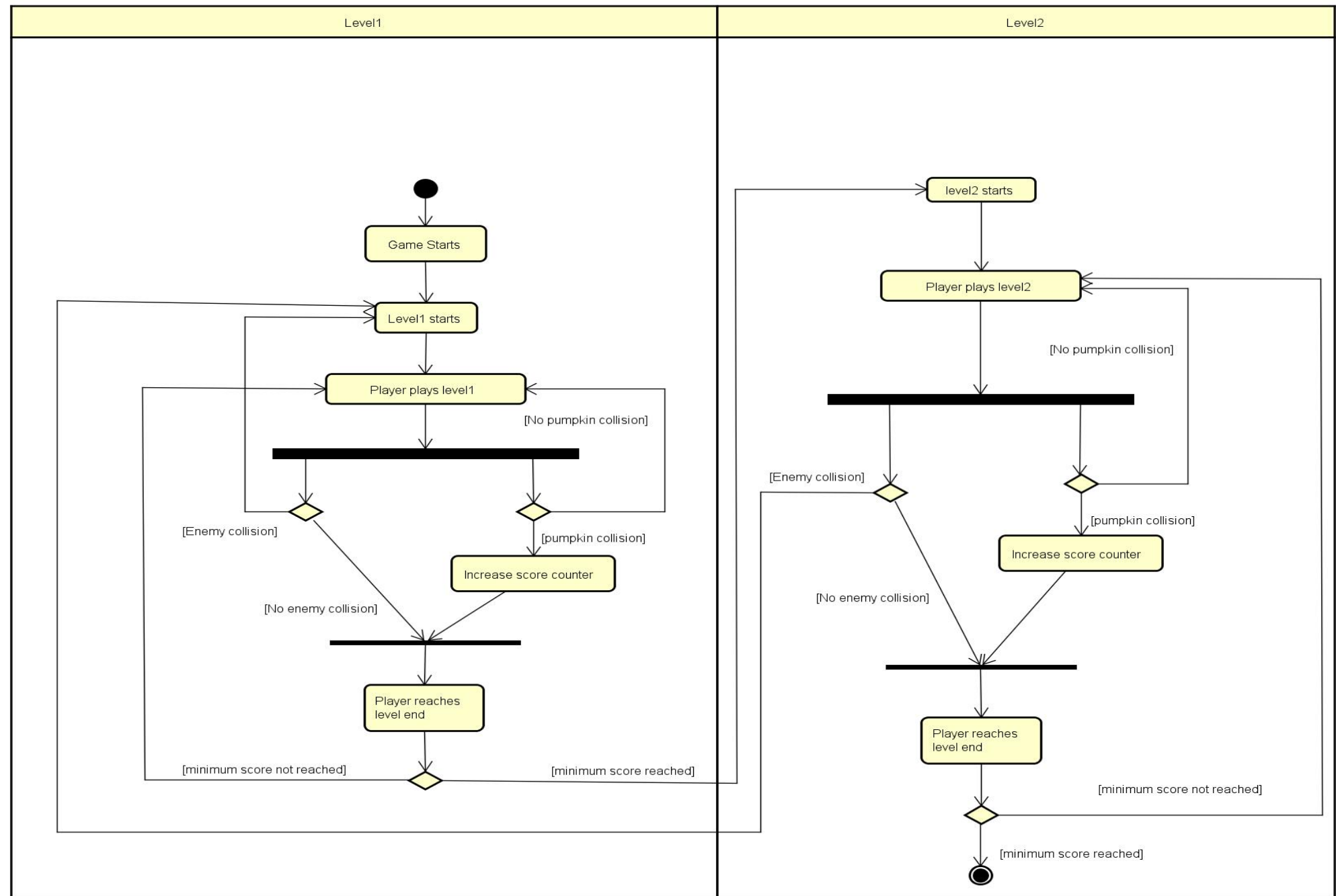






UML Activity Diagram

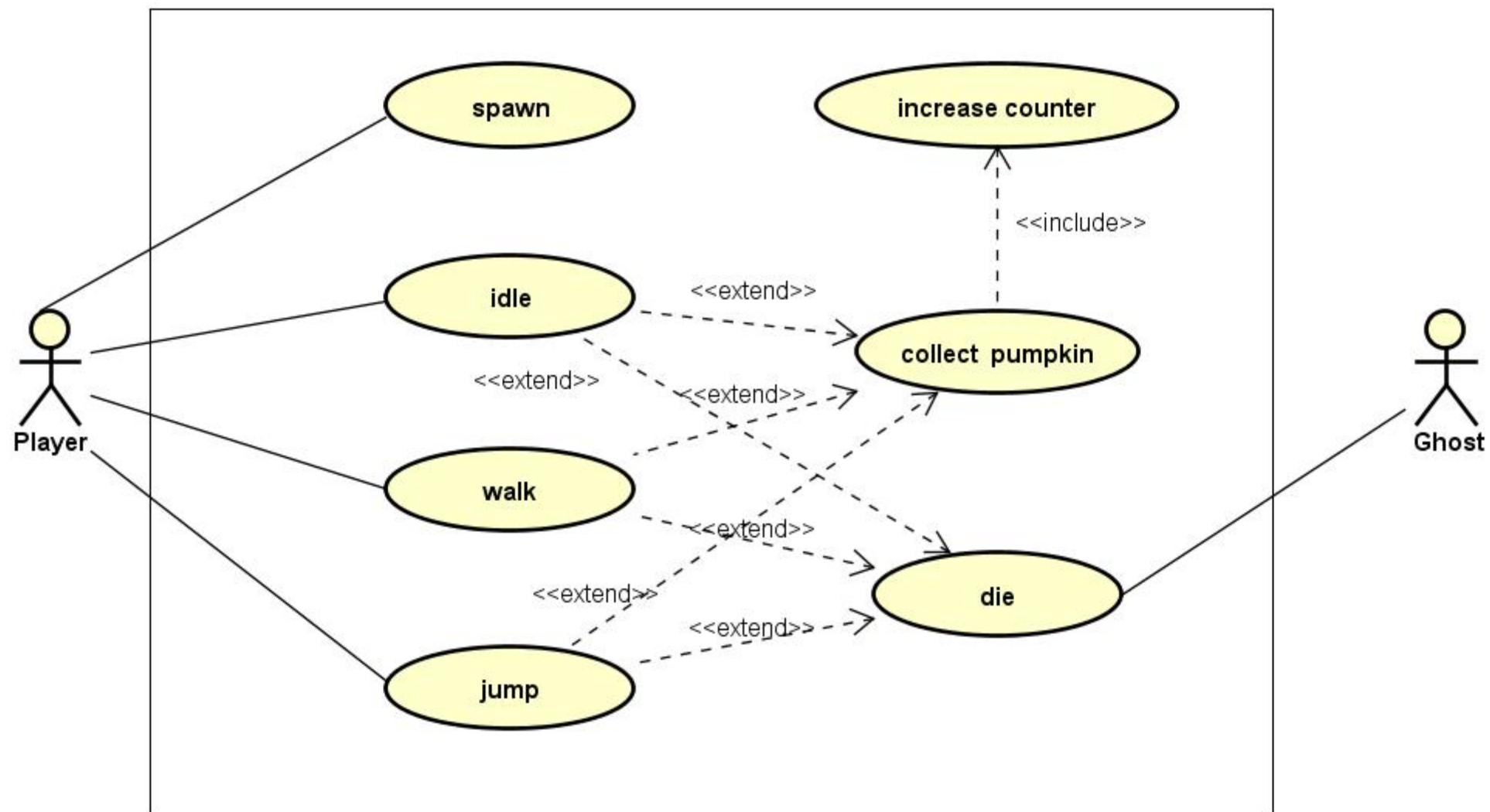
act Activity Diagram1






UML Use Case Diagram

uc



Final Task Board

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<> Code 0 Issues 0 Pull requests 0 Projects 1 Insights

CMPE_202_Pioneers_GameDev Filter cards + Add cards Fullscreen Menu

Backlog 0 + ...

Ready to Start 0 + ...

In Development 0 + ...

In Testing 0 + ...

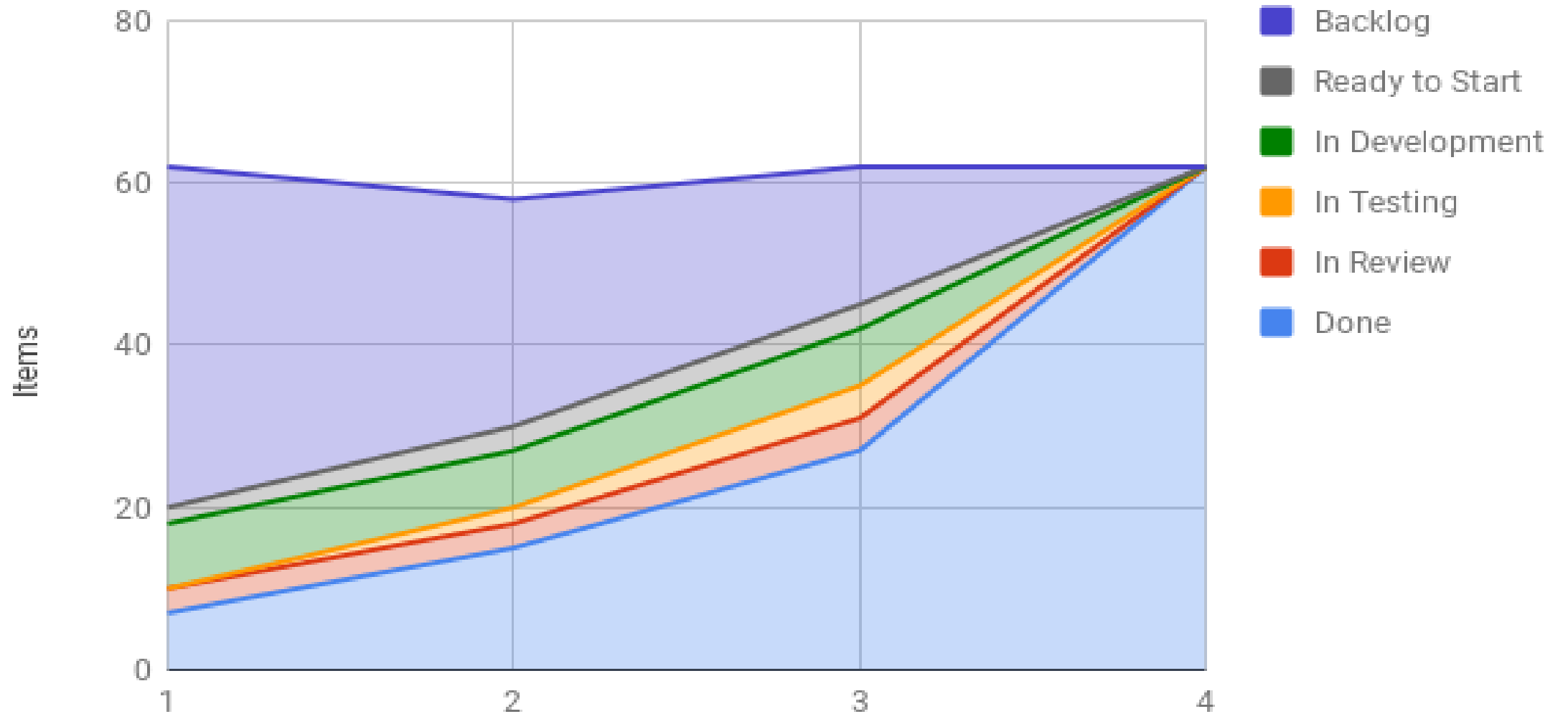
In Review 0 + ...

Done 108 + ...

- Handle player's transition from Level 1 to Level 2 #108 opened by RutvikatHub
- Refinement - Add Sound to actions/events #107 opened by vishwesh07
- Source Code Integration #102 opened by varun1524
- Wireframes diagrams #106 opened by RajeshriSonwane
- Pass score from one level to another #97 opened by sunny-udhani
- Source code integration #105 opened by vishwesh07
- Sanitizing Code #104 opened by varun1524
- Responsibility and adaption to Lean value : Eliminate waste #96 opened by vishwesh07
- Use case diagram

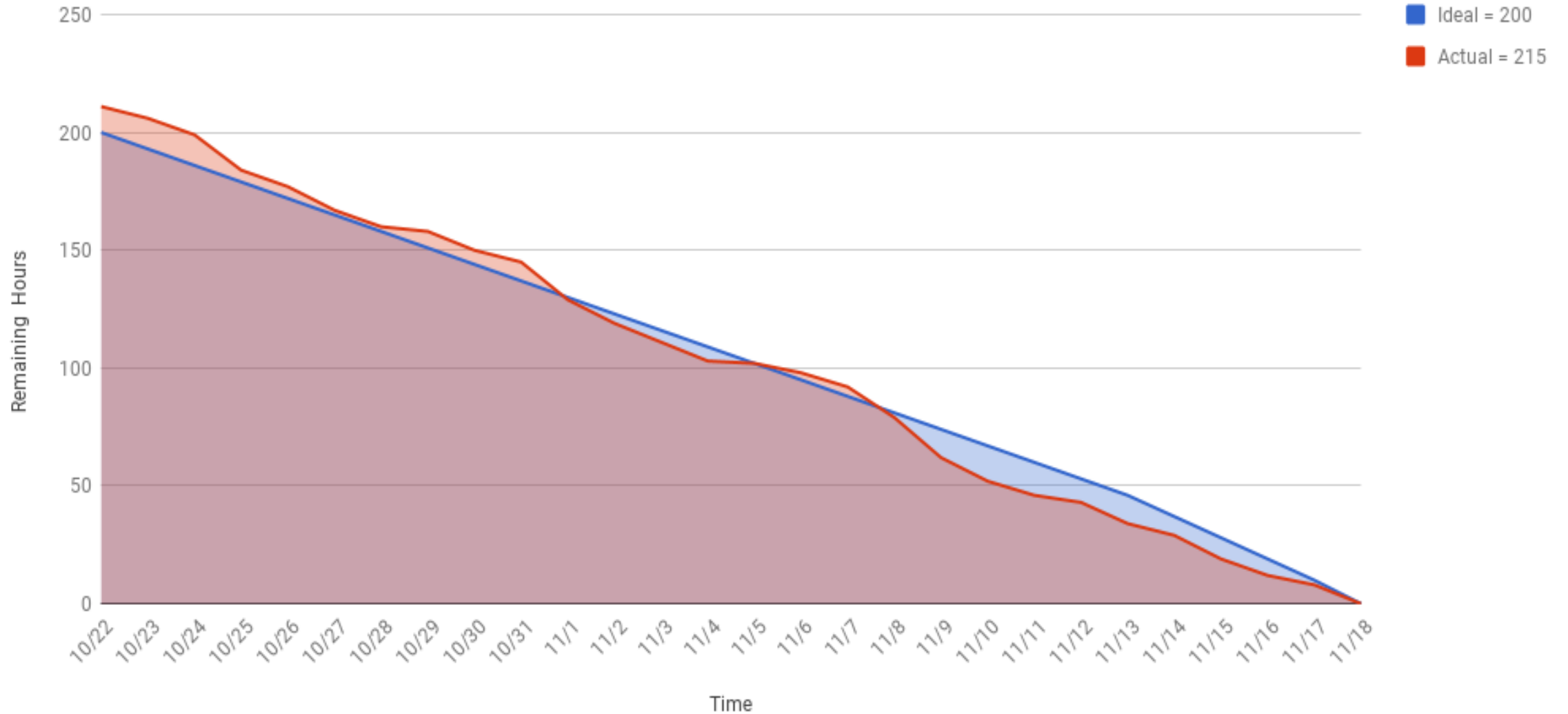
Final Cumulative Flow Diagram

Cumulative Flow



Final Scrum Burndown chart

Burndown (Team Pioneers)



Team Retrospective

- What worked well for us?
 - Level 1 and level 2 works as per user requirements.
 - Embedding Observer, Chain of responsibility, State, Factory, Strategy, and Composite design patterns resulted in low coupling and high cohesion.
 - Assigning different XP and lean core value to each team member for different weeks, gave us chance to understand each core value's importance.
 - Following agile methodologies with Kanban and Scrum, we were able to track assigned tasks, roadblocks to complete tasks, etc. through GitHub task board, Cumulative flow diagram generated from Kanban task sheet and Burndown chart generated from Sprint task sheet.
- What did not work well for us?
 - Due to lack of knowledge of Phaser framework, we were not able to design front page to give start and pause.
 - Phaser provides inbuilt functionality to create JavaScript file for scenes based on canvas of scene, thus embedding design pattern to such scene.js was difficult task.
 - We thought about including couple of features like fire power and gave 3 lives to player character to make game comparatively more exciting and interactive but couldn't accomplish it within the timeframe.
- What actions can we take to improve our process going forward?
 - Regular merging of changes in source directory to check "Is snippet working well up on integration with game developed till date?" because of teams' premature understanding about git.
 - Further explore Phaser framework to develop high-end game or a featureful game start page.
 - Implement a process to track requirement changes related to a user story, in a way that code changes and check-ins can be linked to differentiate amongst changes.

Game on!!!

- Prezi Presentation : <https://prezi.com/p/z0qzst3x35kw/>
- GitHub repo : <https://github.com/nguyensjsu/cmpe202-pioneers>
- GitHub Task Board : <https://github.com/nguyensjsu/cmpe202-pioneers/projects/2>