

CSE 3902

Team Shoryuken

Members: Sean Edwards, Jason Xu, Ryan Knighton

Initially, Jason went through and added each individual task that needed to be done to the sprint board so that our group had a general overview of the scope of the tasks that needed to be completed. With everything laid out we left things open for people to claim portions of the project that they were interested in working on. There were a few hiccups as the project began to proceed particularly in using Visual Studio's 2019's inbuilt git functionality. Somehow a non-building version of the project was committed with no solution file, and no way to generate the appropriate packages after pulling so the initial week was spent, for the most part, solving that issue, and making sure the group as a whole understood git (some issues were only resolved after reinstalling VS 2019). Couple those issues with one of our group members dropping the course over the Memorial Day weekend and we ended up slightly behind by the end of the weekend.

However, once everything was working properly, the remaining group members came together, constantly communicated via slack, and knocked the majority of the project out within a two day period. Jason worked on finishing the state machine, Sean got the sprite coordinates set and built into the sprite factories for characters, enemies, and items. Ryan tied together the item objects to display output. The project requirements working, and nearly fully integrated was ready for the initial implementation submission, and knowledge of what needed to be done in the refactoring was made known to all group members moving forward. Such a solid effort was put in early enough that refactoring was at a minimum and was mostly done to improve code readability/organization and utilize inbuilt Xna frameworks rather than custom classes. Due to the initial issues rush there was some disconnect with appropriately tracking things in our DevOps sprint backlog, but this will be improved moving forward.

