Ludos ozelot

Scrum rapport

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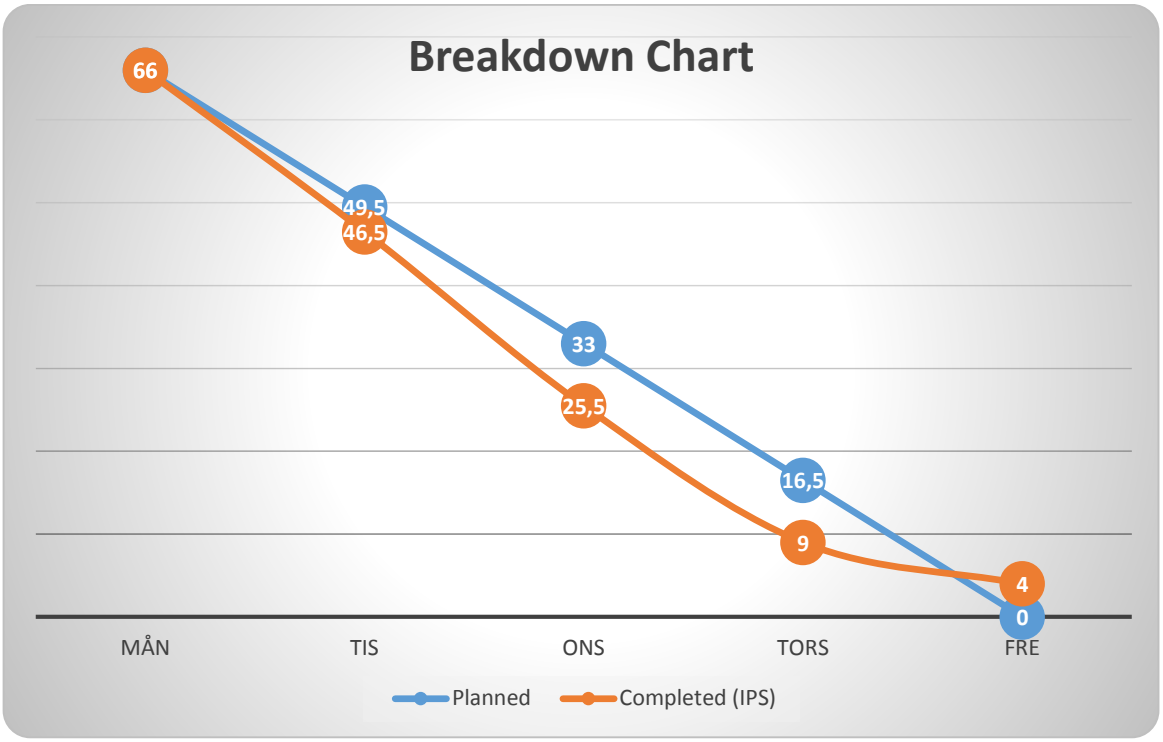

Total time	280
First week	140
Software delay	40
Lectures	14
Scrum meetings	5,25
Planning/paper work	20
Remaining	60,75

Time used

The time used is 20 hour per person per week which gives us 40 hour per person in the group. We are seven persons in our group so that gives us 280 hour of work time during the first sprint.

The first week we couldn't do any programing since we couldn't setup our work environment, so the entire first week went into planning the game concept.

The project was delayed 40 hours during the second week due to the factg that we couldn't parallelize the installation of the work environment and other technical difficulties.

14 hours where spent in lectures, 5.25 hours used for Scrum meetings and approximately 20 hours where used for planning and paper work the second week.

Remaining hours where spent programing and working on tasks directly related to programing.

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Programing time spent

Name	Approximated hours	Time spent
Windows OS	16	12
Windowhandler Directx	1,5	3
Object class	1	1
OS linux	8	5
Software windows	8	12
Windowhandler OpenGL	1,5	3
Logic classes planning	4	4
Camera basic	1	1
Texture loader	2	3
Loading models	3	3
Ball	1	1
Collision 2d	2	2
Timer	1	1
Inputhandler	2	4
Rendering DirectX	4	6
Rendering OpenGL	6	3
Unfinished:		
Brick	2	
Paddel	2	
Total	66	64

This is the time we have used on different programing tasks this sprint and the approximated hours we assumed it would take. The classes for ball and brick where not completed this sprint due to low priority and work time deficiency.

Quality goals

The goal is to have a stable game engine that can handle the kind of inputs that the game requires.

The engine should be able to handle the different map formats fluently without errors when the user switches between the different map formats.

Improvements

During the next sprint there will be improvements in the structure of the project documentation and sprint planning. This will be improved by extending the time management and documentation of the project and adding a more extensive sprint backlog.

The design of the project will be improved upon so that the group members get a better vision of the final product. This to make the group work towards a more concrete and common goal and not have different visions of the project.

Future hinders

Making the game work on both Windows and Linux. This is anticipated and will be solved by hard work and error analysis.

Implement the loader to the graphics class. This is solved by a cooperation between the graphics group and the loader group.

Merging the projects after each split work period. The whole team helps with this to make the project sync up.

Delivery precision

The delivery precision is important and will be worked toward and hope fully be delivered. The goal is to be done with the sprint goals and hopefully start on extra features from the next sprint.