

Daily Contributions for Sprint 3

Thursday 11/14

11:00 AM - 1:00 PM (All Members):

Conducted the first Sprint 3 meeting to discuss new requirements and review Sprint 2 outcomes.

Confirmed team roles:

Priyatam: Scrum Master/Leader

Abinav: Main Developer

Ojas: Assistant Developer

Liv: Tester

Ansh: Documentation

Outlined tasks for the week, focusing on implementing the "Multiplier" and "Mystery Box" features.

Updated the sprint backlog and clarified acceptance criteria for all new features.

Hours Logged:

All Members: 2

Friday 11/15

1:00 PM - 4:00 PM (Abinav, Ojas):

Implemented the "Multiplier" feature, doubling the point value of the next captured piece.

Added logic to ensure accurate point calculation and integration with scoring.

4:00 PM - 6:00 PM (Liv, Ansh):

Tested the multiplier feature for edge cases (e.g., no piece captured after activation).

Documented the scoring logic and its effect on gameplay balance.

Hours Logged:

Abinav, Ojas: 3

Liv, Ansh: 2

Monday 11/18

2:00 PM - 5:00 PM (Priyatam, Abinav):

Developed the "Rizzler" feature to convert an opponent's piece to the player's side.

Ensured the logic excluded the king and updated game visuals dynamically.

5:00 PM - 7:00 PM (Liv, Ojas):

Conducted functionality and visual testing for the Rizzler feature.

Reviewed edge cases to prevent unintended piece conversions.

Hours Logged:
Priyatam, Abinav: 3
Liv, Ojas: 2

Tuesday 11/19

11:00 AM - 1:00 PM (Ansh, Ojas):

Implemented the "Lemme See" feature, revealing the opponent's coin balance.
Designed a clear UI update to display the coin count unobtrusively.
3:00 PM - 6:00 PM (Abinav, Priyatam):

Enhanced server logic to handle the "Lemme See" feature's data transmission securely.
Tested integration with the game's coin tracking module.

Hours Logged:
Ansh, Ojas: 2
Abinav, Priyatam: 3

Wednesday 11/20

11:00 AM - 1:00 PM (All Members):

Finalized development of the "Mystery Box" feature.
Ensured randomization algorithm selected cards fairly and excluded the Mystery Box itself.
Liv conducted rigorous testing for stability across all abilities when activated via the Mystery Box.
Ansh updated documentation to include all Sprint 3 features with their technical details.

Hours Logged:
All Members: 2