**Sprint Document**

**Sprint 1: Analysis & Prototyping**

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**CMV2**

**12/05/2017**

Process

With this project of period four, year two, we set out to design and program improvements for the unity game ‘2D Roguelike’. This process was started by playing the game and writing down whatever came to mind on things that could be added that could potentially improve the game. This list was then narrowed down to our favourite ideas and what we felt was doable in the upcoming weeks. We also kept a list of ‘nice to have’ features, but that are not a priority and thus not included in the backlog for the sprints. The feature list was then added to a Trello board as a backlog. The backlog was then prioritized in importance and do-ability for the coming sprint.

Feature lists

* Larger levels
* Better procedural world generation
* Main Menu
* No ‘food’ decrease when going towards walls
* Money
* Trade outposts (shops with food/medicine/perks)
* Infection level (each time you get hit, you get more infected)
* Medicine (to cure infection)
* Make obstacles useful and meaningful to destroy
* Fog of war (view obstructed by objects and limited view distance)
* Storyline (explaining why you are playing)

Nice to have list:

* Better animations
* Enterable Buildings
* Weapons / Ammo
* Slow down / Kill zombies
* Collectables

Log Books

Dave

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| **Week** | **Date** | **Work** | **Duration (Hours)** | **Comments** |
| 18 | 05/02/2017 | Set up Repository, update SourceTree and Unity | 2 |  |
|  |  | Think of possible improvements for the game | 1 |  |
| 19 | 05/09/2017 | Set up a sprint planning & set up Trello | 1 |  |
|  |  | Learn how the code works | 0,5 |  |
|  |  | Design a basic main menu | 1,5 |  |
|  | 05/12/2017 | Learn how the code works | 3 |  |
|  |  | Design and Script Trade Outpost | 2 |  |
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Soshanna

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| **Week** | **Date** | **Work** | **Duration (Hours)** | **Comments** |
| Week 1 | 5/2/2017 | Set up Repository, update SourceTree and Unity | 2 |  |
|  |  | Think of possible improvements for the game | 1 |  |
| Week 2 | 5/7/2017 | Going through code with tutorial | 2 |  |
|  | 5/9/2017 | Set up a sprint planning & set up Trello | 1 |  |
|  | 5/10/2017 | Working on Sprites for different infection levels | 2 |  |
|  | 5/11/2017 | Working on Sprites for different infection levels, medicine object, code implementation for infection levels and medicine | 5 |  |
|  | 5/12/2017 | Working on sprites for different infection levels, turning them into animations. Implementing the animations and the infection level mechanic into the game | 9 |  |

Nicolas

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| **Week** | **Date** | **Work** | **Duration (Hours)** | **Comments** |
| Week 1 | 5/2/2017 | Set up Repository, update SourceTree and Unity | 2 |  |
|  |  | Think of possible improvements for the game | 1 |  |
| Week 2 | 5/9/2017 | Set up a sprint planning & set up Trello | 1 |  |
|  |  | Added money to the game when the player hits a bush | 2 |  |
|  |  | Stopped food from decreasing when hitting outer wall | 1 |  |