

# Escape Room Challenge - Sprint Planning Meeting 1

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## Introduction:

This is the documentation of the sprint planning meeting number 1 for the Escape Room Challenge Video Game Project. The participants of this planning meeting are David McVittie, as a team of 1.

## Team Roles:

**Scrum Master** - David McVittie

**Product Owner** - David McVittie

**Dev Team** - David McVittie

## Retrospective:

Seeing as how the original team was disbanded for the last sprint, things could have gone much better. As a team of one, I had a lot to handle, before the split, I was already having issues with accessing the files from the git repository, and since that never got resolved, I eventually opted to start most of the project over from scratch. Unfortunately, I didn't make this decision until the end of the last sprint, so I still have considerable ground to cover, but in the end I think it was the right decision, as it led me to actually start progressing again, as opposed to mucking about with troubleshooting and such. I also like my new strategy a little better as I have actually already implemented some code that I have written as opposed to limiting myself to the scripting that unreal offers. All in all I feel more confident and comfortable moving forward now than I did with the team before, since I am much more able to make progress with the project.

# Priority Goals:

Now that I'm at a place where I can actively work on the software, and have made considerable progress in reworking what was done, I can work on finishing the first Puzzle Room, finishing the player's ability to pick up items and interact with environmental objects, as well as implementing a save system and finishing what little is left to be done with the game menus.

## User Stories:

**Puzzle Room:** When the player enters the Puzzle Room, the timer will be set and begin to count down. The inventory UI will appear, a checkpoint will be made, and the hint system will be made accessible. The room will house many objects, and the player must solve at least three puzzles to complete the given challenge and escape.

- 1: Create the exit for the room.
- 2: Place at least three puzzle solutions in the room.
- 3: Place other irrelevant objects in the room to throw the player off.

**Menu:** By pressing the "P" key, the player can access a menu that will not stop the timer, but allow them to save, quit, check their controls, and access a hint if they wish to use the menu to do so. What needs to be finished is the button to check the player's controls, and accessing the Save/Load game.

- 1: Create a screen showcasing the game's controls.
- 2: Create a button to access this screen within the menu

**Save:** By accessing the player menu, the player may make a Save of their current progress, which may be loaded later at any point. This save will maintain the player's current position, inventory, and progress through the Puzzle Room.

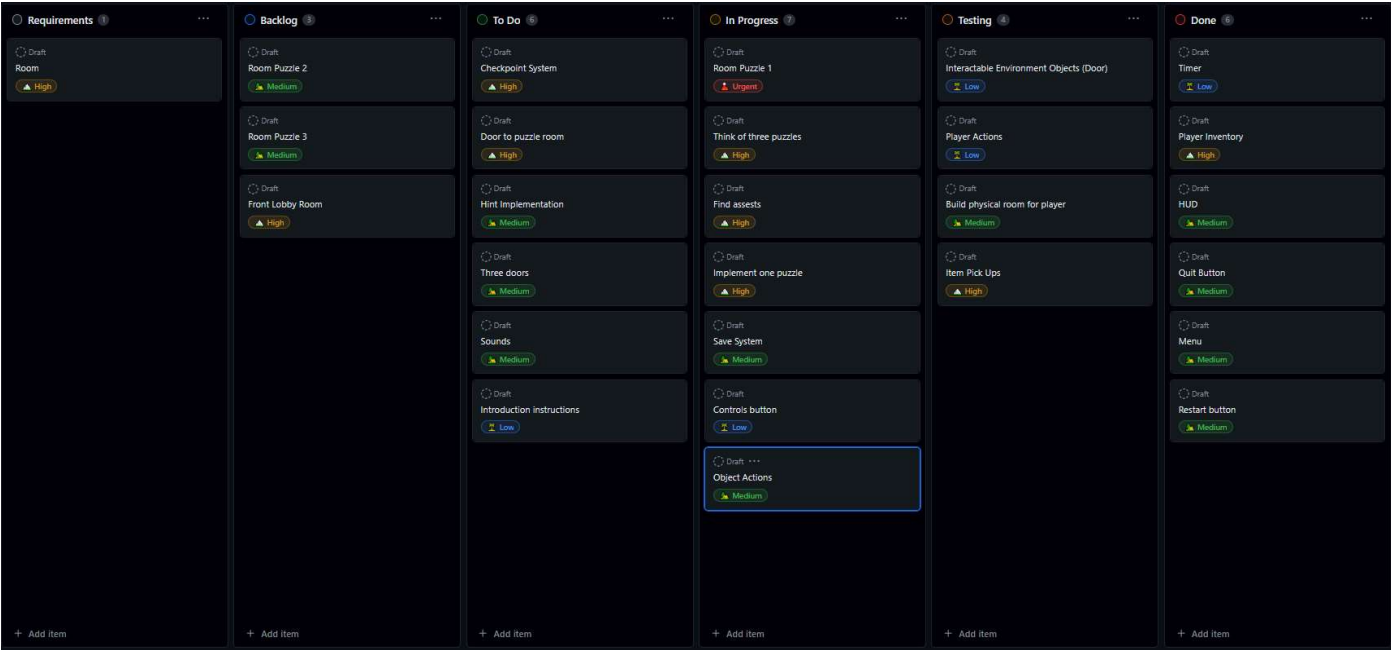
- 1: Create functionality to save a state of the game, and load the given state as it was when the save was created.
- 2: Create a button on the menu to save the game's current state.
- 3: Create a screen to access the saves made for the game.
- 4: When a save is chosen, load the state

**Interactivity:** The player will be able to press the action key "E" to interact with a given object in the environment. For example, if there is a number pad on the wall, approaching the object will prompt the user to press "E." Upon the key press, the number pad will be displayed and the keys on the pad can be pressed to enter digits into the system. The player will also be able to pick up items by passing over them.

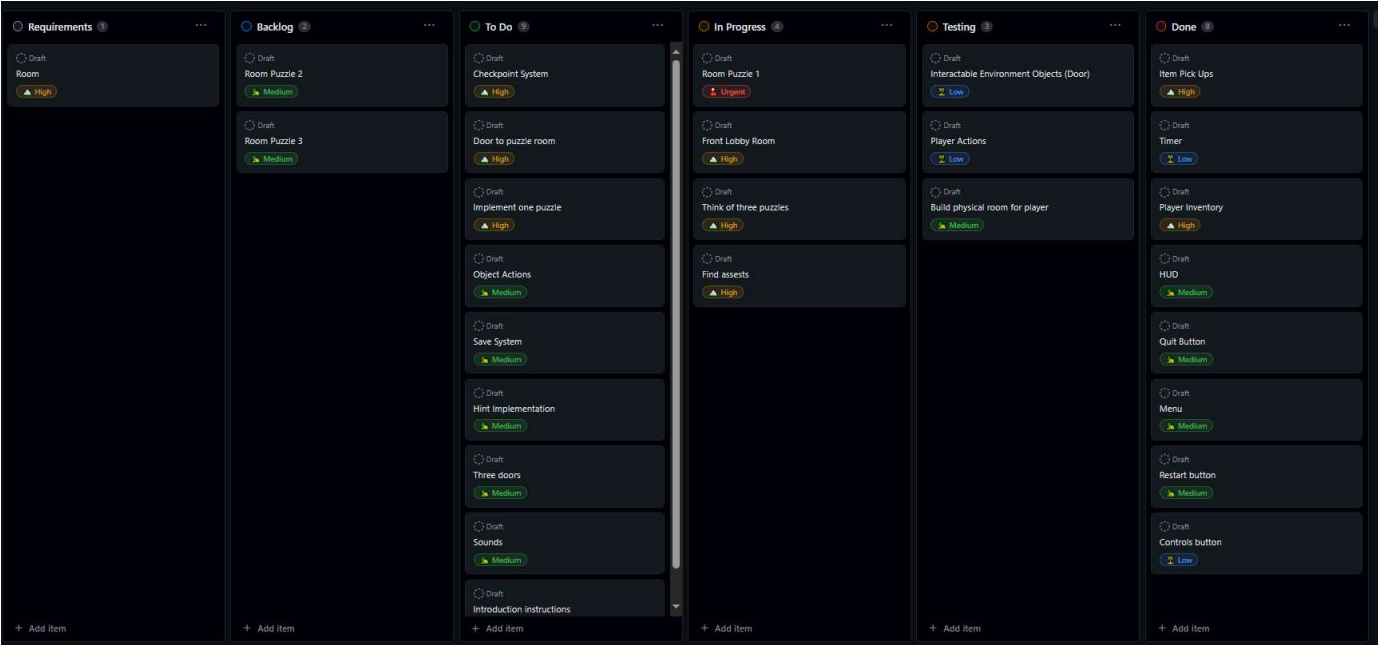
- 1: Implement a function where an item that is passed over by the player will be removed from the game world, and an instance of the item will be added to the player inventory.
- 2: For every different environmental object that is able to be interacted with by the player, implement an object or player action that will happen or become available upon pressing "E". (This will be unique to each individual object.)

# Task Board Screenshots:

Before:



After:



## Notes:

Task board was in some progress prior to taking the “Before” Screenshot, so unfortunately it does not completely reflect what it did look like before planning this sprint.

**Task Board:** <https://github.com/users/ThisExistsNow/projects/2/views/1>