Escape Room Challenge - Sprint Planning Meeting 1

David McVittie

Introduction:

This is the documentation of the sprint planning meeting number 2 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:

The last sprint was a continued struggle as I continued to develop the escape room challenge with the assistance of relevant tutorials that were originally developed for unreal engine 4. Most of the information found in these tutorials matched 1 to 1 with the execution in unreal engine 5, however, the things that did not, I have found quite difficult to perform in unreal engine 5. These things are mainly the execution of object scripts, and mapping out player controls. In the following sprint, I will need to continue to work my way through getting these scripts to function, as it seems to be less reliant on the code I can add to the objects, and more dependent on the blueprints that the engine uses to run the scripts.

Priority Goals:

The main goal is to finish the first Puzzle Room with all of the scripting functionality, Finish the GUI, as well as the hint and save systems. If I can, maybe I can add a couple of other items to the room, and customizable control mappings for the player. Essentially the emphasis of this sprint is to get this initial puzzle room as functional as possible.

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: Get the objects in the room to interact with each other so that the puzzles can be completed

2: Finish the exit to the room.

3: Place other irrelevant objects in the room to throw the player off.

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

Hint: By pressing TAB the player can be given a hint relative to their progress in the current Puzzle Room.

1. Create the Widget for the Hint GUI

2. Create different Text Dialogues that change as different checkpoints are reached

Control Mappings: By accessing the controls option in the "Options" page, the player would ideally be able to customize their accessibility to player actions.

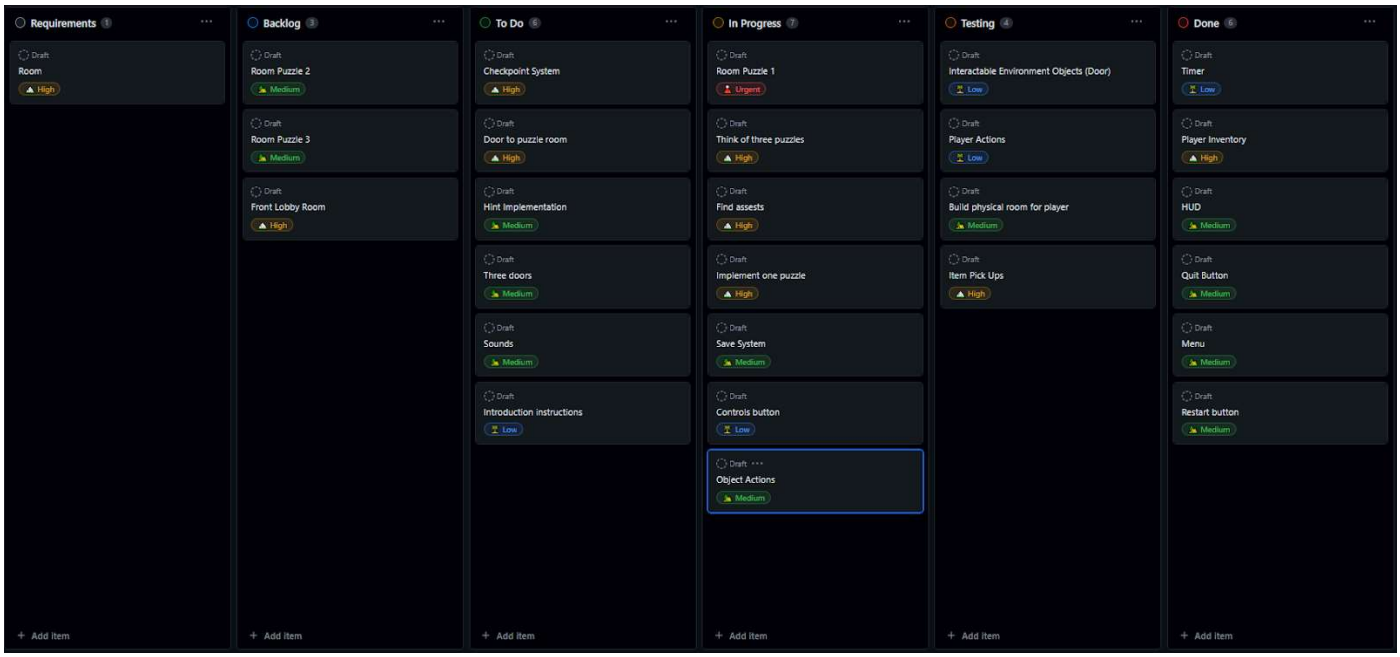
1. Create a separate save containing these custom mappings.

2. Create the GUI to make these custom mappings within the Options submenu.

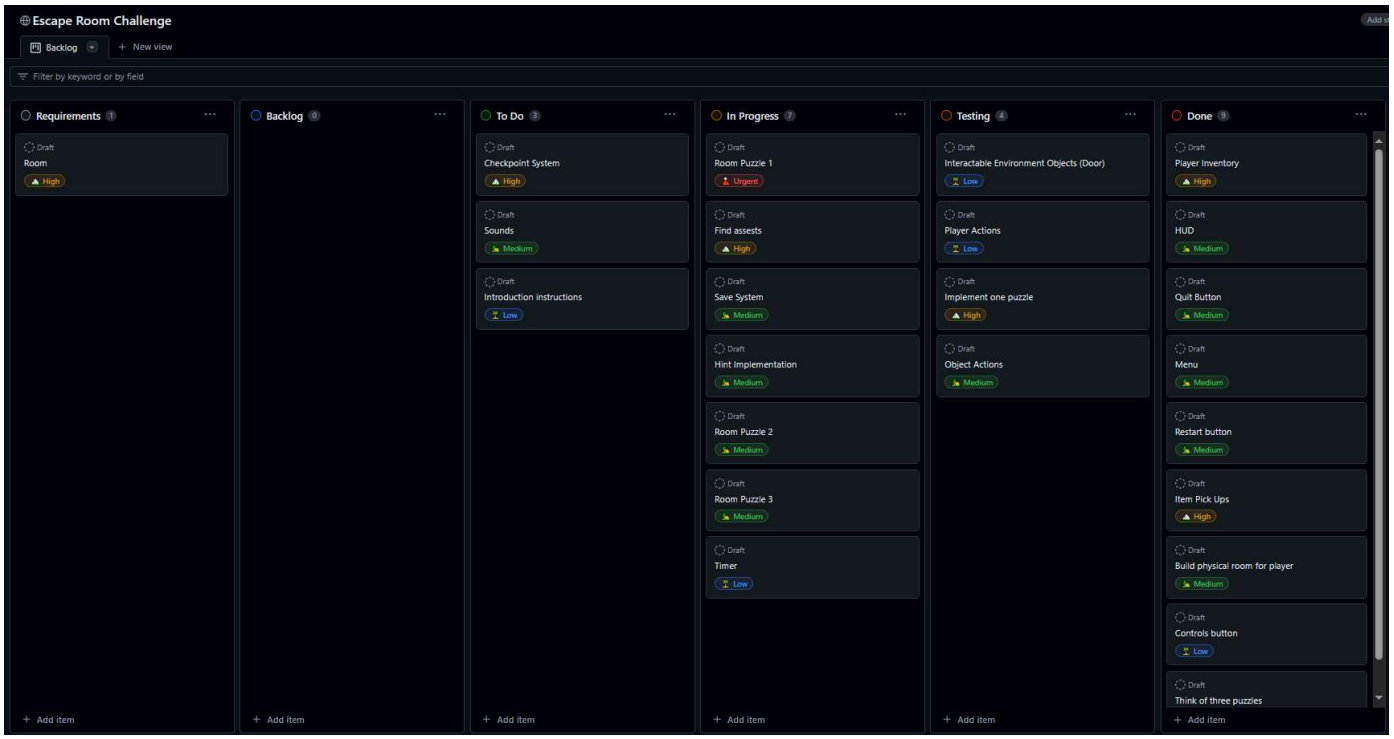
3. Implement these custom control mappings into the game.

Task Board Screenshots:

Before:



After:



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