MARMOT.G5

COMP-1869-M01-2025-26 Final Year Group Project

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Sprint number: 1
Dates: 26/09/25 - 10/10/25
Scrum Master: Eni haziri
Tasks set for the Sprint (Sprint Backlog):   - **Initialise unity project and repository setup** - **Implement camera control script** - **Set up a main menu and UI canvas** - **Begin to implement Grid system** - **Begin phone UI layout** - **Agree on aesthetic direction** - **Create UI mockups** - **Implement basic canvas organisation** - **Start requirements table** - **Start GDD - Game Design Document**

Sprint Review - Report on what has been done and how:

10/10/25

Attended : Eni , Vlad , Conner , Vlada, Roshni

Outputs and Decisions:

- **Project initalised and repository set up**
- **Camera controller system implemented**
- **Grid system foundation set up**
- **UI foundation setup and blocked out**

Team decisions:

- **Adopt low poly models and a witchy art style**
- **Confirmed colour pallet**

End of sprint 1

SPRINT REPORT

Sprint number: 2
Dates: 11/10/25 - 24/10/25
Scrum Master: Vlad Tomov
Tasks set for the Sprint (Sprint Backlog): - **Further development of Grid Systems** - **Begin crop planting system** - **Create inventory setup** - **Begin creating particle effects for plants** - **Begin sprite creation** - **Begin blocking out UI for planting/inventory** - **Polish menu layout** - **Begin 3D model creation (mushrooms , tree variations , shop , plants)** - **Complete requirements table** - **Finish GDD**

Sprint Review - Report on what has been done and how:

24/10/25

Attended by everyone

Outputs and decisions:

- **Grid system progress**
- **Building systems**
- **Crop planting system (early stage)**
- **UI improvements**
- **Production of 3D models**
- **GDD complete and submitted on the 13/10/25**

Team decision:

UI will stay minimalist for now (low poly/ pixelated)
Continue to refine mechanics before adding animation

Do more 3D modelling

Sprint number: 3

Dates: 25/10/25 - 08/11/25

Scrum Master: Connor Craig

Tasks set for the Sprint (Sprint Backlog):

- Implement Harvesting system
- Implement selling shop system
- Inventory functionality
- Improve UI code
- Complete menu design
- Add sprites
- Improve UI organisation
- Eggplant models
- Pumpkin models
- Shop model detailing
- Street lamp model
- Mushroom model (3 growth stages)
- Lake + decorations
- Mountains + clouds
- Begin to find SFX

Sprint Review - Report on what has been done and how:

08/11/25

Attend by everyone

Outputs and decisions:

Inventory : implemented and connected to UI , can hold crops

- **Particles for harvesting added**
- **Shop UI is mapped out**
- **Automatic selling of crops**
- ** More UI sprites added**
- **Basic menu finished**
- **All listed models complete**
- **Decorative models added**
- **Visual consistency achieved**
- **Placeholder SFX added**

Team decisions :

- **Integrate all models into scene**
- **Polish farming loop**
- **UI is mapped out - needs polishing**

End of sprint 3

Sprint number: 4

Dates: 09/11/25

Scrum Master: Vlada Sydorenko

Tasks set for the Sprint (Sprint Backlog):

- **Finalise save and load system**
- **Polish grid system**
- **Add item and remove item features**
- **Polish sprite assets**
- **Polish shop UI with sprites**

Sprint Review - Report on what has been done and how:

22/11/25

Attended by full team

Outputs and decisions:

- **Save and load system fully implemented**
- **Sound integration**
- **Polishing of UI (Planting , selling , inventory , menus)**
- **All final models integrated**

Team Decisions:

- **Begin final polish**
- **Don't add new features need to sort bugs out**

End of sprint 4

Sprint number: 5

Dates: 23/11/25 - 02/12/25

Scrum Master: Roshni Thapa

Tasks set for the Sprint (Sprint Backlog):

Polish and Stability

- **Bug fixes : UI ,Planting , Camera , Shop**
- **Improve UI animations**
- **Final Lighting + Scene adjustments**
- **Final UI menus**
- **Ensure all models are placed correctly**

Final documentation:

- **Presentation**
- **Itch.io website & demo Video**

Sprint Review - Report on what has been done and how:

02/12/25

Attended by entire group

Outputs and decisions:

Final Bug Fixes

- **UI bugs removed**
- **Camera behaviour polished**
- **Shop and inventory bugs resolved**

Gameplayloop

- **Plant - grow - harvest - sell : works**

All models and SFX integrated

- **Environment complete**

UI polish

- **Final aesthetics and consistent with theme**
- **All sprites added and polished**
- **Load menu fully functional**
- **UI scripts complete**

Documentation complete

Team decision:

- **Project is ready for submission**