Project Review Summary

csci205finalproject

Project Details

Members

- Nate Ahearn
- Quan Zhou
- RuiTong Jiang
- Warren Wang

Project Retrospective

What was your initial goal?

Our initial goal was to create a simulation of the BattleFactory playmode found in popular Pokemon Games.

What did you achieve?

We made a JavaFX gui based application that allows the user to play a very similar implementation of the sub-game found within the bigger Pokemon games.

What went well in the project?

We have a working product that only sometimes gets hung up on some bugs that we still haven't to get out at the time of writing. However, we can always just rerun the program; inconvenience towards the player is the biggest downside to our current working version of the product.

What could be improved?

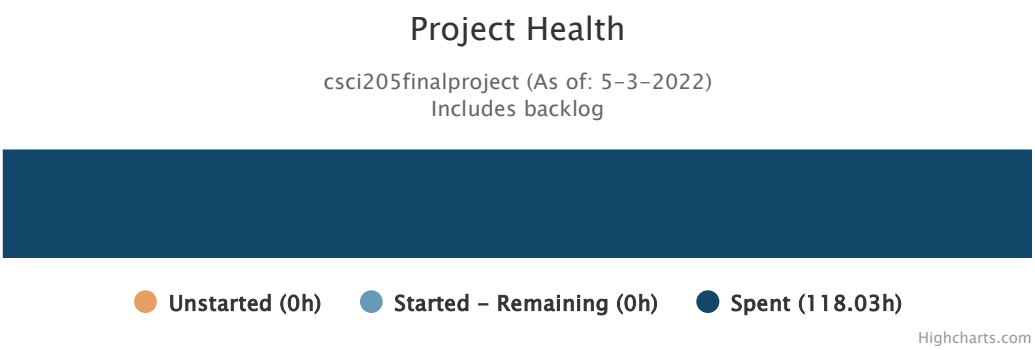
We could iron out all of the bugs that we are currently encountering and hope that through more thorough play testing that we don't find any more major bugs that inhibit the actual act of playing the game for the user. Furthermore, I also wish we could've spent just a little more time in trying to design and increase the overall aesthetics of the game interface. Also, if we had the time, we would've liked to see an integration of a hardware controller with our program.

What would you change if you did the project again?

I would have done more of the work earlier.

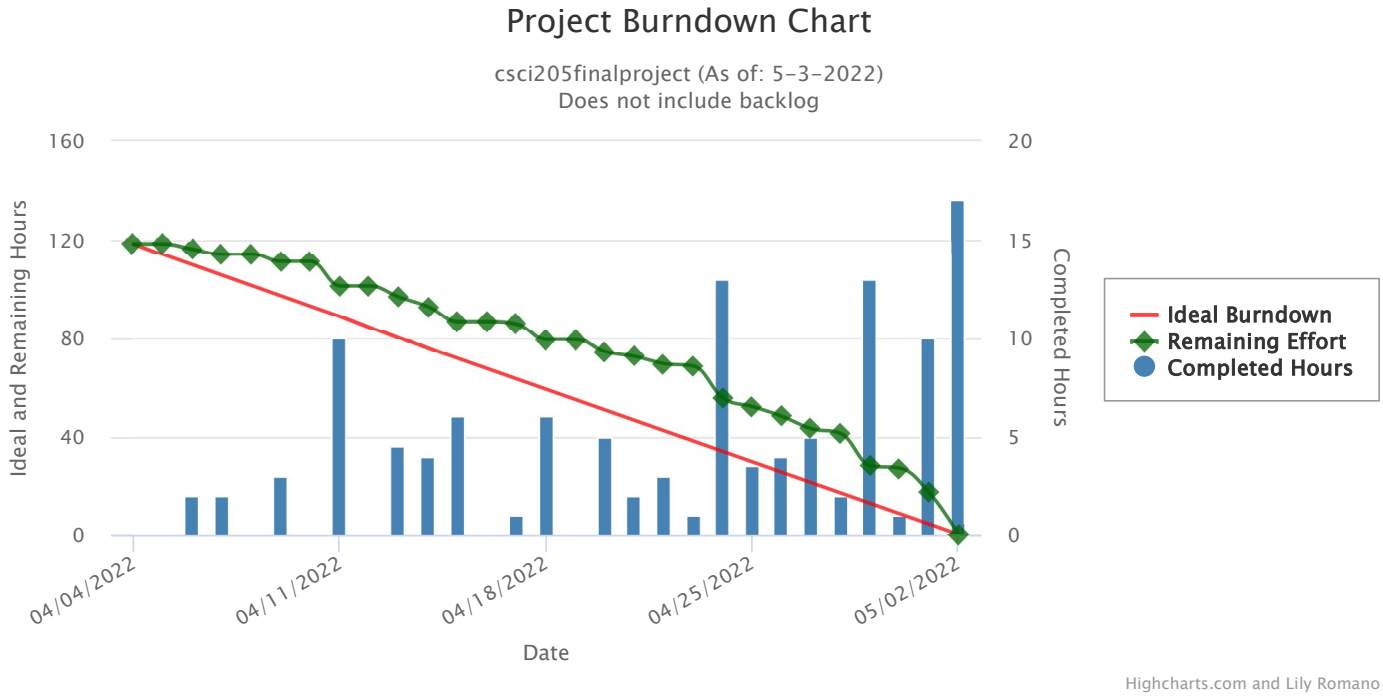
Charts

Health Bar



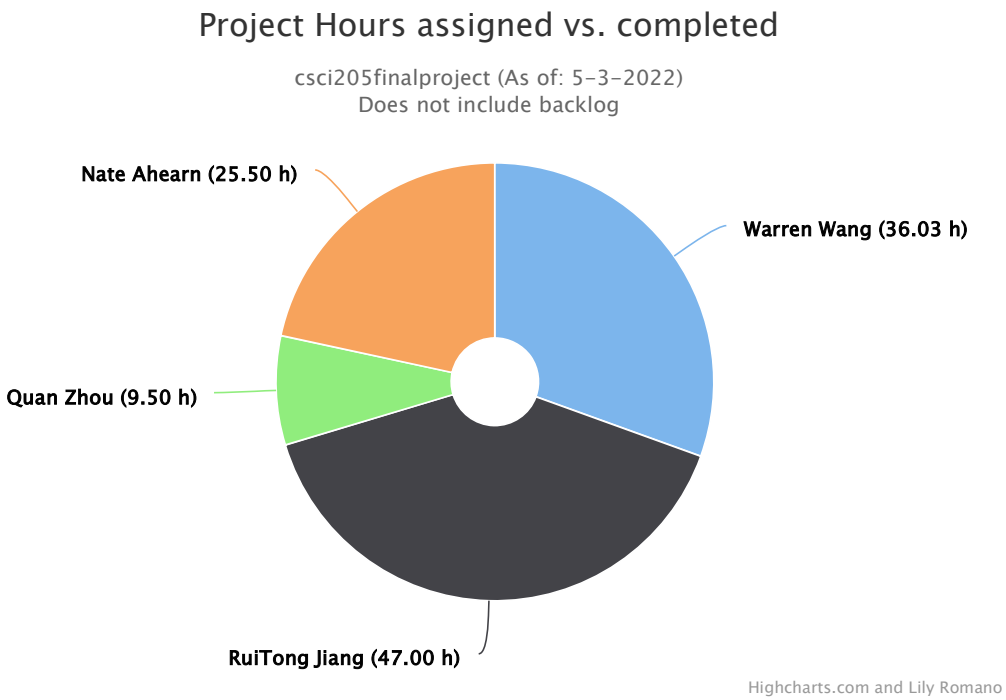
I cleaned up all of our tasks. However, I now realize that in truth we still have tasks undone. I thought our job was to clean up everything, even if we are not finished. However, at this moment in writing we are not finished and still have JUnit tests to write, JavaDocs to write, and bugs to iron out. This is not even including the paperwork documentation that we are asked to write. We are pretty behind in schedule, but we will get the job done. The above chart is misleading, because at the time of writing we do in fact still have tasks that are undone, but they will need to be completed outside of the Sprint 4 timeline.

Burndown Chart



The above chart is as I had expected. We were always behind schedule, and we always found new tasks that needed to be finished. I am a little saddened to see that we couldn't ever beat the ideal burndown line in reality, but this I suppose is a realistic first time experience with Scrum. I can also observe that a lot of the work was pretty much done on the weekends. At least, a lot of the physical act of logging the hours was done at specific times. Ideally, if I were to do this all over again, I'd wish to see a burndown chart with a better distribution of hours worked for the sake of understanding the project in all its aspects better with more time to figure out if any underlying problems will pop up.

Assignee Chart



This chart is not ideal, as it would have been a lot better if the work was more distributed. However, I understand everyone's schedule and commitment level to this course is different. Some members had to put in more work than others, whether they cared more or just had more time is indeterminable, but it is clear that some members gave more of their time to make this project possible. It is not without their efforts that we would have a working product, even if it has flaws still.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Nate Ahearn	0	5	8	12.5	0	0
Quan Zhou	0	0	7.5	2	0	0
RuiTong Jiang	0	1	41	3	2	0
Warren Wang	0	0	35	1.03	0	0

Sprints

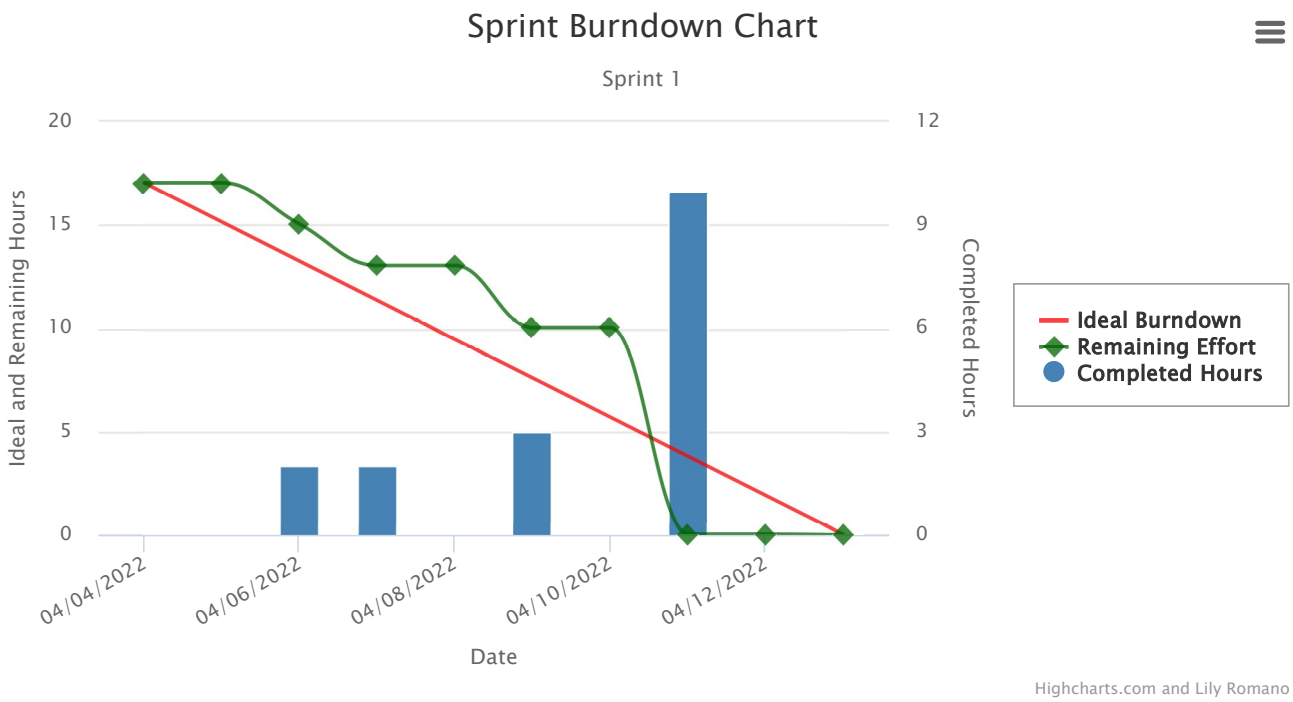
Sprint 1

Dates:
4-4-2022 to 4-13-2022
Description:
Review:
What went well in the sprint?
We got a general idea of what our project will be like, and we have work prepared for the upcoming future.

What could be improved?
We could've finished the UML Class/State diagrams earlier and started coding sooner to get more work done immediately. We also could've spent some of this initial starting period time to do research in the feasibility of our GUI via JavaFX. I also think we could've spent a little more time in getting a deeper understanding of how our game will function.

Are you on track? What is your plan if not?
We are generally on track.

What will you improve on in the next sprint?
We will try to utilize AIECode more to keep ourselves organized and to divide the remaining tasks up so that we cover more ground quicker. This first sprint has been difficult in understanding how to use AIECode, but I think we'll manage.



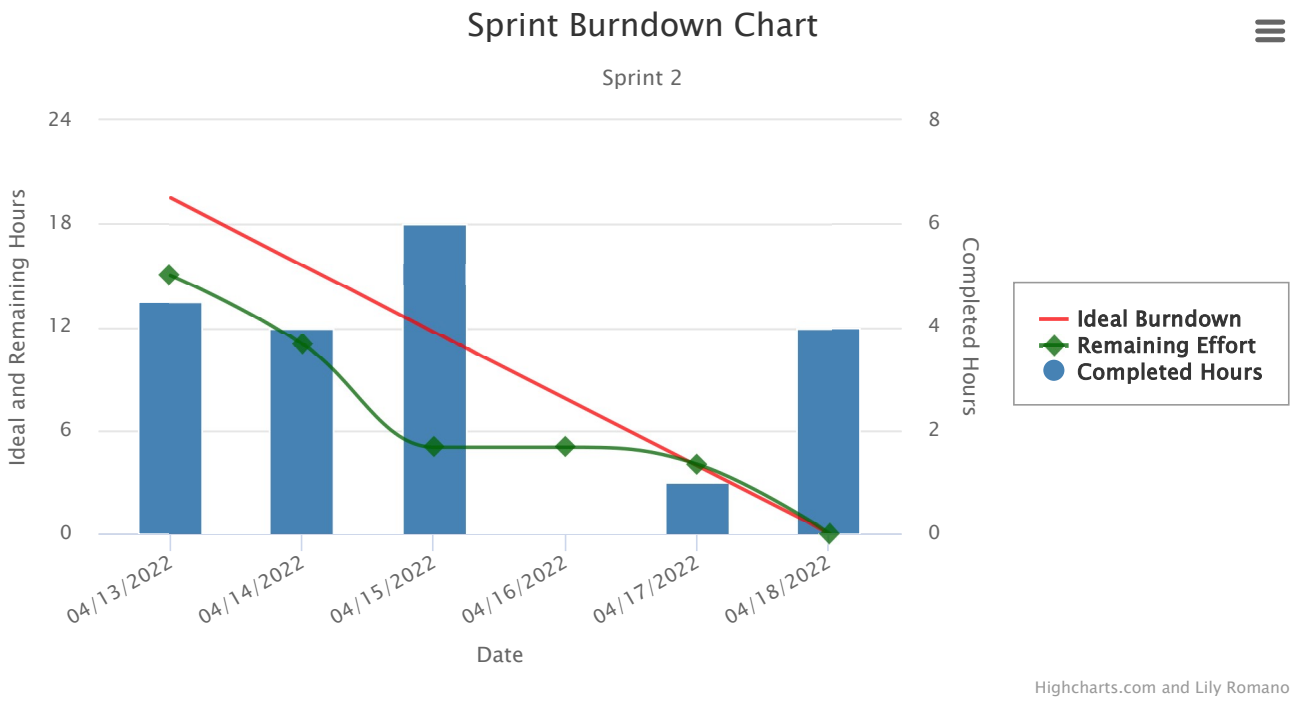
Sprint 2

Dates:
4-13-2022 to 4-18-2022
Review:
What went well in the sprint?
Everyone did a lot of work, and we all cooperated nicely. We made good progress on the game's model.

What could be improved?
We did not finish the base game's main game loop like we wanted.

Are you on track? What is your plan if not?
We are slightly behind schedule, and we are planning to wrap up our unfinished tasks from Sprint 2 within the first 3 days of Sprint 3. Then we will use the remaining days of the Sprint 3 to start our JavaFX gui interface, because we know that will take a while and will be tough.

What will you improve on in the next sprint?
We will anticipate that we will need more time for tasks, which we have a record of underestimating.



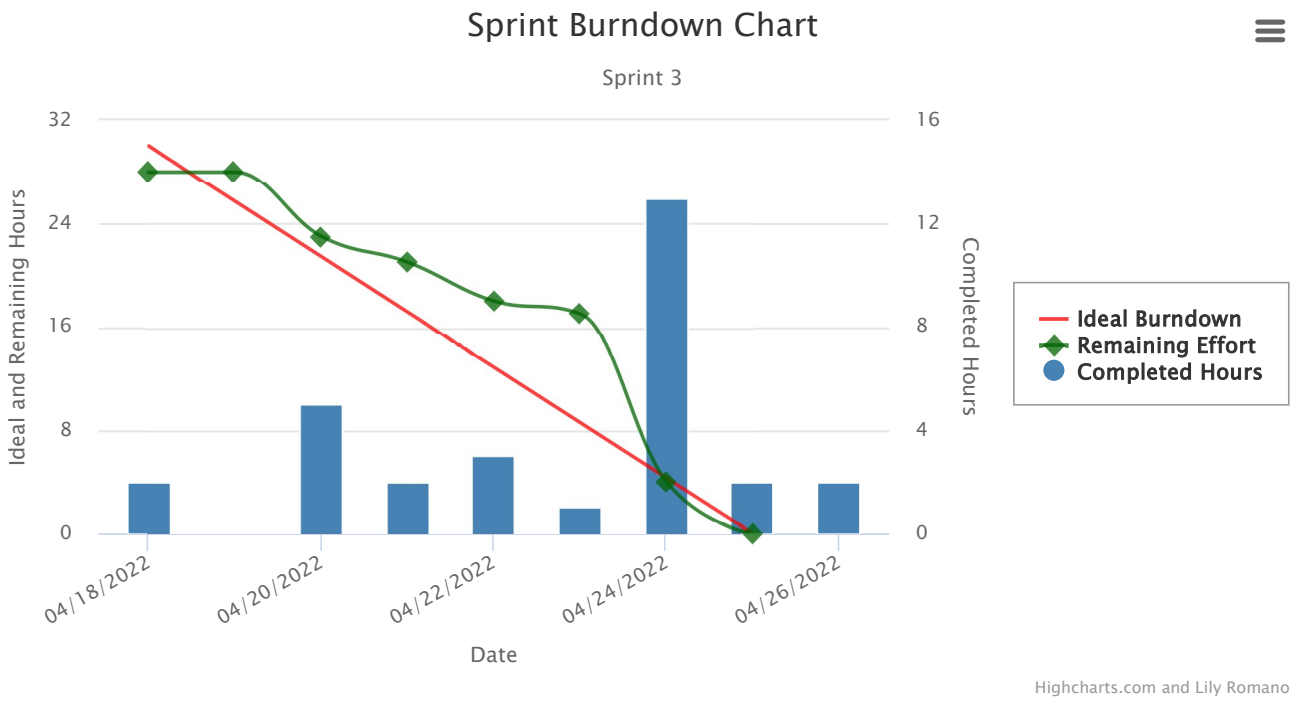
Sprint 3

Dates:
4-18-2022 to 4-25-2022
Review:
What went well in the sprint?
We have pretty much finished the main game and are working away at the JavaFX part of the project.

What could be improved?
We could've finished the game model earlier. There are still some weird bugs in the main game model.

Are you on track? What is your plan if not?
We are kind of on track. In compared to our ideal situation, we are behind on schedule. Ideally there would be pretty much zero bugs in the main game model, but at least in our random testing, we sometimes find weird issues with some functions that we aren't quite sure why they're happening because they don't happen all the time. We do have some randomness integrated into our game, so that could potentially be the source of our issues. However, I have a more intuitive feeling that it is some problem with some decision making loops/threads. Hopefully we'll find all of them (impossible).

What will you improve on in the next sprint?
I have kept saying this, but it has been pretty hard to keep the workload divided nicely. I try to assign work, and everyone does them and then we just each try to work on something that needs to be done that we understand. It is pretty much a mad scramble to finish and solve what needs to be done, because our to do list is pretty much endless.

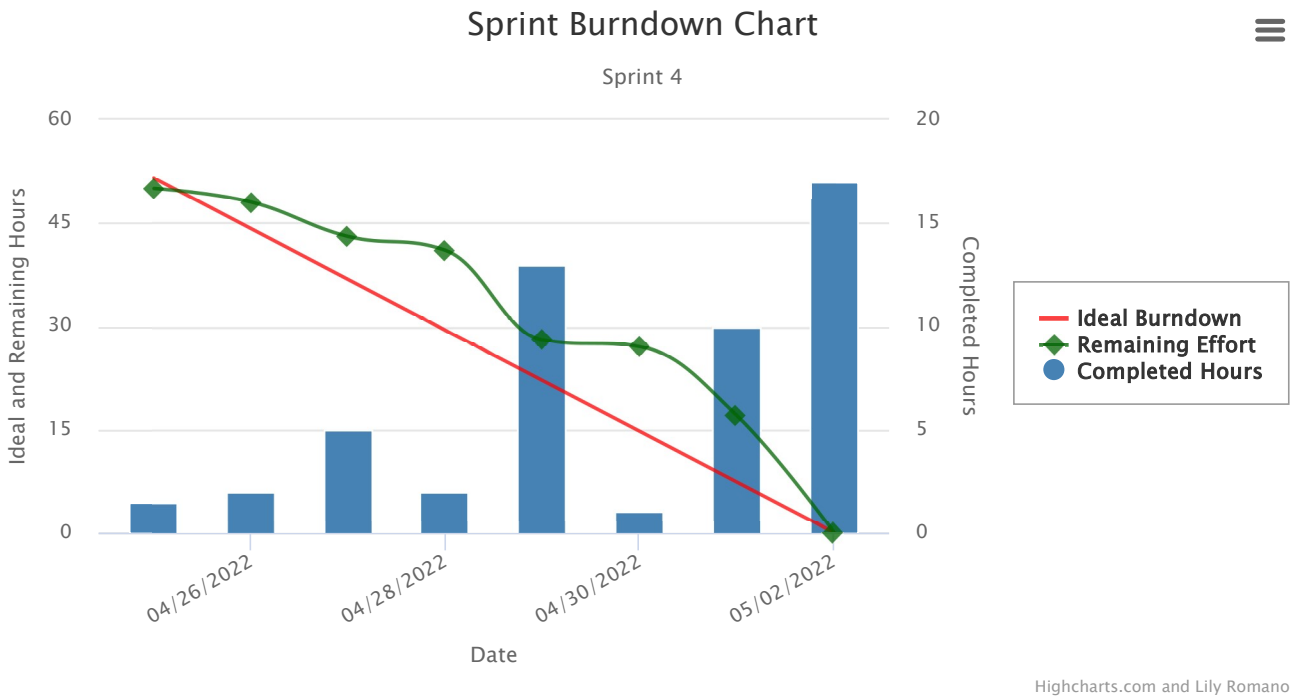


Sprint 4

Dates:
4-25-2022 to 5-2-2022
Goal:
We will finish the JavaFx portion of the game. Then we will spend any remaining time dedicated to bug hunting.
Review:
What went well in the sprint?
We made a lot of progress in making our game in the JavaFX.

What could be improved?
There was a lot more work than I had originally anticipated, and this caused us to fall behind. In fact, we are still a little tight on time. We could've spent more time upfront in finishing up our work, instead of having to go on a time crunch in the last few remaining days like we are doing now.

If you were to continue the project, what would you improve on in the next sprint?
If this project had a next sprint, I would make sure that we would thoroughly flesh out our ideas in demos beforehand in order to truly get a sense of how much work actually needs to be done. In fact, it seems that there is always more work than you plan for there to be.



Personas

Tristan Robin

Quote

I want to climb all the mountains, meet every NPC, and fight against every enemy!

Narrative

Robin is a player who wants to fight against all types of enemies, and he will go through all branches to achieve this. However, collecting all items, characters (usually in gacha games), are not their first priority.

Nienke Kerckhoffs

Quote

I want all the characters and items!

Narrative

Kerckhoffs will collect the characters by all means, time, money, she will try everything to just light up her character list. She is usually lazy to fight against enemies but focus on collecting and raise up the characters.

Aiden Johnson

Quote

I want the most powerful build!

Narrative

Faster. faster , and faster! Johnson focus on combination of character, skills and items to achieve a higher score. The score on ranking list is his concern.

Nelli Leino

Quote

I will win under highest difficulties.

Narrative

Aim to win in the hardest circumstances, the highest level setted by game developer is usually a piece of cake to her. To add some fun, she always tries to reduce the number or level of her characters.

Sarah Park

Quote

I want to play games together!

Narrative

No one can be more willing to cooperate and play in a team than Park. She would not be reluctant to use supportive characters to connect and smoothen the team work but she will be very angry at someone that does not coordinate well.

Ismael Crespo

Quote

I want to feel like I am in the game world!

Narrative

Crespo is tired of the real world and want to be immersed in the game world. He doesn't want more interaction with other human but he still wants the game to connect more to him.

Table of Work

Showing 1 to 44 of 44 entries
Search:

Title	Type	Est.	Spent
closed (44)		118 h, 2 m	0
Sprint 1 (11)		17 h, 2 m	17 h, 2 m
Create UML Diagrams	Design Need	1 m	1 m
DataLoader	Technical Task	4 h	4 h
Exploration and implementation of hardware controller	Technical Task	4 h	4 h
Gamestate ENUM	Technical Task	30 m	30 m
Improve Pokemon CSV File	Design Need	1 m	1 m
Individual Pokemon Class	Technical Task	1 h	1 h
Learn how to play pokemon battle factory	Spike	0	0
Player Class	Technical Task	1 h	1 h
Pokemon Inventory Class	Technical Task	1 h	1 h
PokemonState ENUM	Technical Task	30 m	30 m
UML Class and State Diagrams	Design Need	5 h	5 h
Sprint 2 (10)		19 h, 30 m	0
BattleMacro	Technical Task	1 h	1 h
BattleMicro	Technical Task	6 h	6 h
Create Moves Inventory Class	Technical Task	4 h	4 h
Damage Calculator	Technical Task	1 h	1 h
Design Attack on Titan Themed Battle Factory Scenes	Design Need	0	0
HardCode Effects of Test Moves	Technical Task	1 h	1 h
Improved Pokemon class	Technical Task	2 h	2 h
Moves CSV File	Design Need	2 h, 30 m	2 h, 30 m

Title	Type	Est.	Spent
Update DataLoader to work with the updated testset CSVs	Technical Task	1 h	1 h
Updates to CSV files, changes to Damage Calculator	Design Need	1 h	1 h
Sprint 3 (9)		30 h	0
Bot Attack Algorithm	Technical Task	4 h	4 h
Create a Main Game Model (Controls Game State and Game Flow)	Technical Task	5 h	5 h
Finalized Spreadsheets	Technical Task	3 h	3 h
JavaFX: Animations?	Spike	0	0
Learn JavaFX: Sprites	Spike	2 h	2 h
Make more Pokemon and Moves in CSV	Design Need	4 h	4 h
Pick and Manage Sprites + make them show up on screen	Technical Task	2 h	2 h
Start basic JavaFX Scene	Technical Task	7 h	7 h
Test for Game Loop (plus BattleMicro and BattleMacro)	Technical Task	3 h	3 h
Sprint 4 (11)		51 h, 30 m	0
Choose Pokemon Scene	Technical Task	1 d, 6 h, 30 m	1 d, 6 h, 30 m
Create JUnit Tests	Technical Task	0	0
GuiController	Technical Task	6 h	6 h
Integration of Hardware Controller	Technical Task	0	0
Main Battle Scene	Technical Task	1 d, 4 h	1 d, 4 h
Play the Game to find bugs	Bug	6 h	6 h
Start Game Scene	Technical Task	5 h	5 h
Swapping 4 Moves Box (in Battle Scene)	Technical Task	0	0
Transition/End Scene	Technical Task	2 h	2 h
Update Pokemon CSV (Sprites)	Design Need	2 h	2 h
Update UML Diagrams	Design Need	4 h	4 h
Backlog (3)		0	0
Bot Class (Inherit from Player)	Technical Task	0	0
Design Attack on Titan Themed Battle Factory Scenes	Design Need	0	0
UML Class and State Diagrams	Design Need	0	0

Daily Scrum

Daily Scrum Notes