

# Project Summary

## csci205\_final\_project

### Project Details

#### Members

- Junbo Feng
- Muhammad Ahmed
- Nathan Ramkissoon
- Riley Chen

#### Project Retrospective

**What was your initial goal?**

Our goal was to create a turn-based card game where you got to roam around and battle different creatures and find new cards,

**What did you achieve?**

We were able to create the turn-based card battle, make multiple enemies, and make multiple cards.

**What went well in the project?**

Our methods for applying card effects to creatures and the player work well.

**What could be improved?**

There could be more diversity in how enemy creatures act.

**What would you change if you did the project again?**

We would put more time into the project so we could have all of those little stuff, such as the enemy behavior.

### Charts

#### Health Bar

#### Project Health

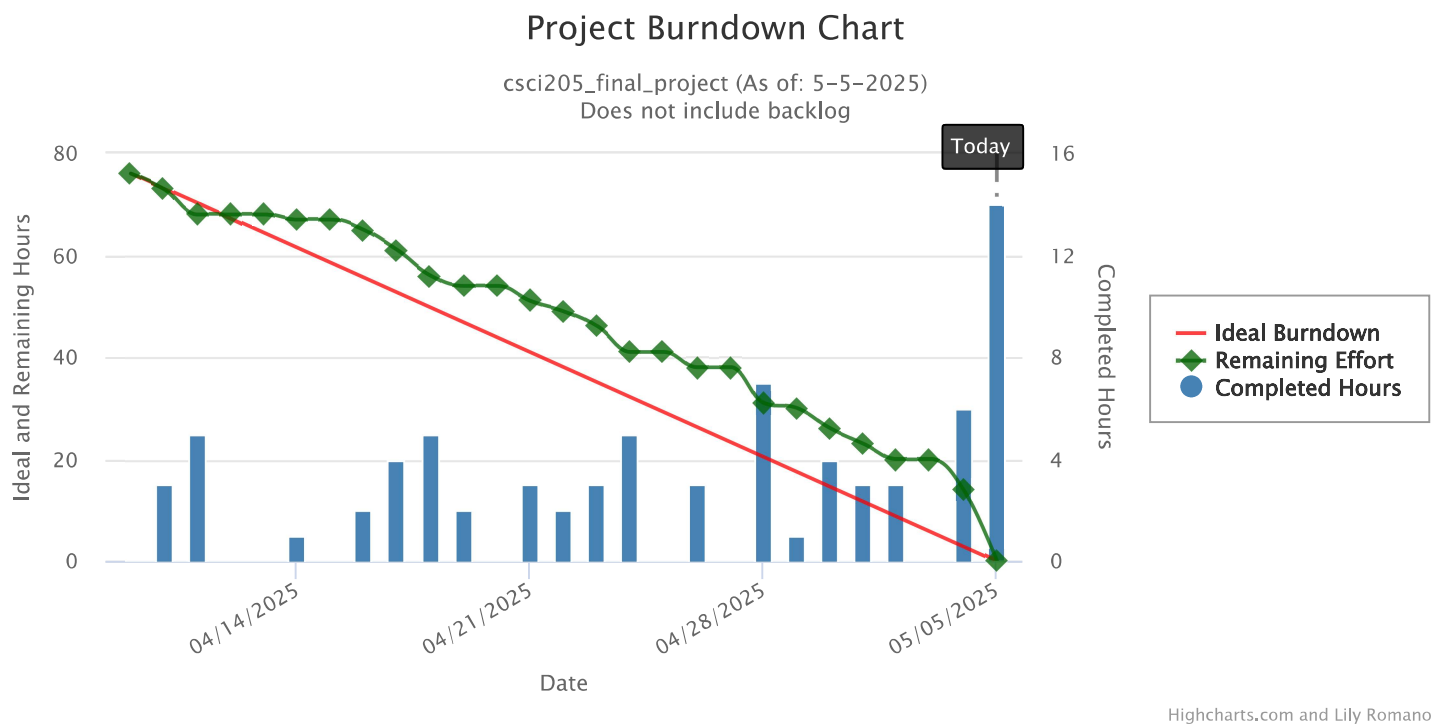
csci205\_final\_project (As of: 5-5-2025)  
Includes backlog



● Unstarted (0h)    ● Started – Remaining (0h)    ● Spent (76h)

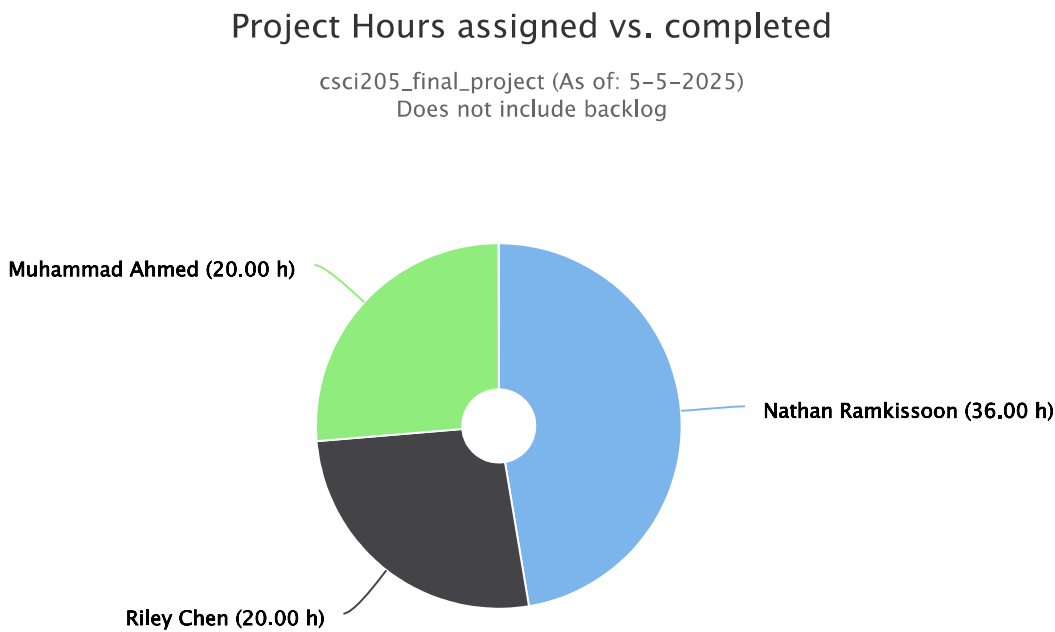
Highcharts.com

Burndown Chart



The amount of time at the end just goes to show how poorly we organized our time. It seemed to increase on average over the project period. We believe a contributor to this is the lack of work assigned in the initial sprints, which resulted in us doing more work later. That being said, it could also be the combination of having more time to work on the project, since classes were assigning less work as the semester was ending.

Assignee Chart



Nathan did the most work, as he was the product owner and had to make sure the project was running well. Also, he had less commitments to attend to. The lack of User Stories and Bugs is a result of the team not labelling work correctly. In actuality, some of the design and technical tasks should have been under user stories and bugs respectively.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Muhammad Ahmed	0	0	3	12	0	5
Nathan Ramkissoon	0	0	9	20	0	7
Riley Chen	0	0	3	9	0	8

Sprints

Sprint 1

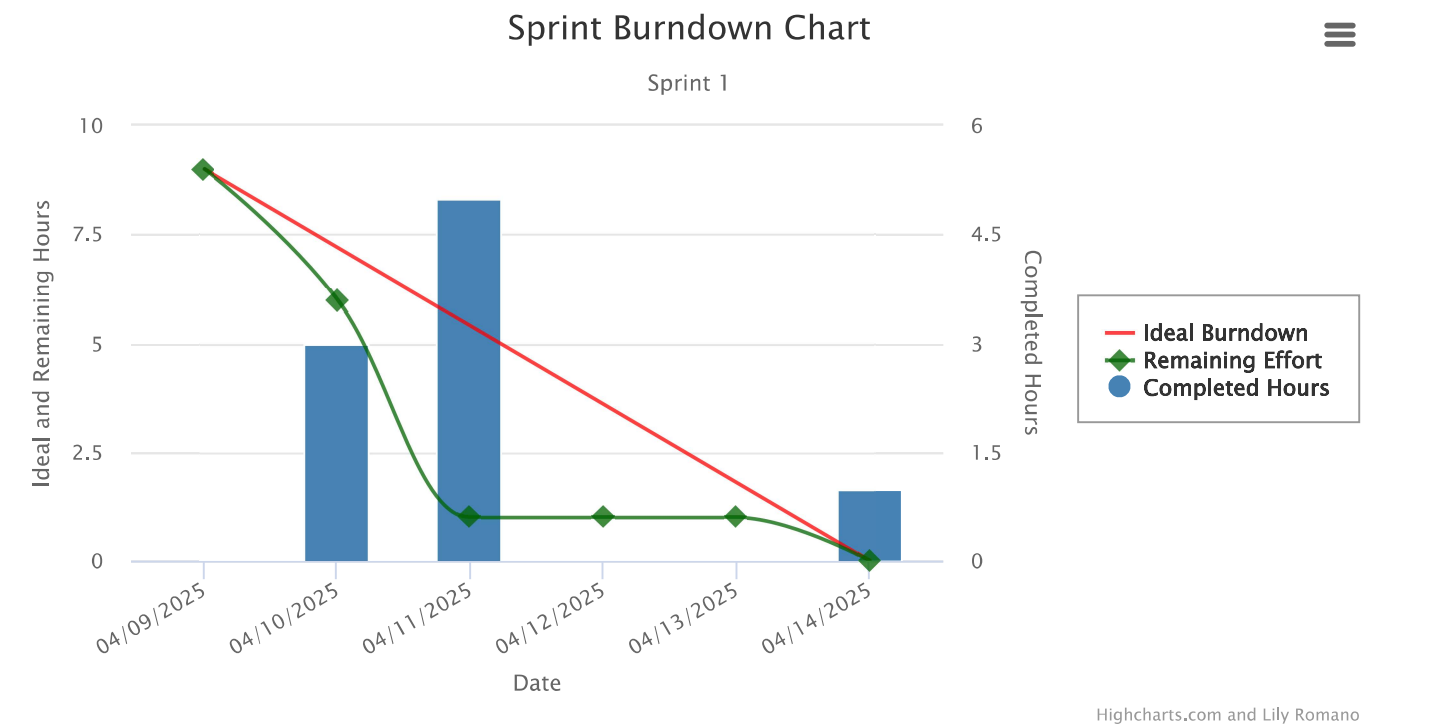
**Dates:**  
4-9-2025 to 4-14-2025

**Review:**  
**What went well in the sprint?**  
We managed to make a base for our project.

**What could be improved?**  
We could have communicated more outside of lecture hours.

**Are you on track? What is your plan if not?**  
We are on the right track. Our plan is to start coding our object classes such as Card, Player, and Creature.

**What will you improve on in the next sprint?**  
We will take more time to work on our project goals.



Sprint 2

**Dates:**  
4-14-2025 to 4-21-2025

**Goal:**  
We want to complete as much of the back-end code as possible.

**Review:**

**What went well in the sprint?**

We got most of the general code completed.

**What could be improved?**

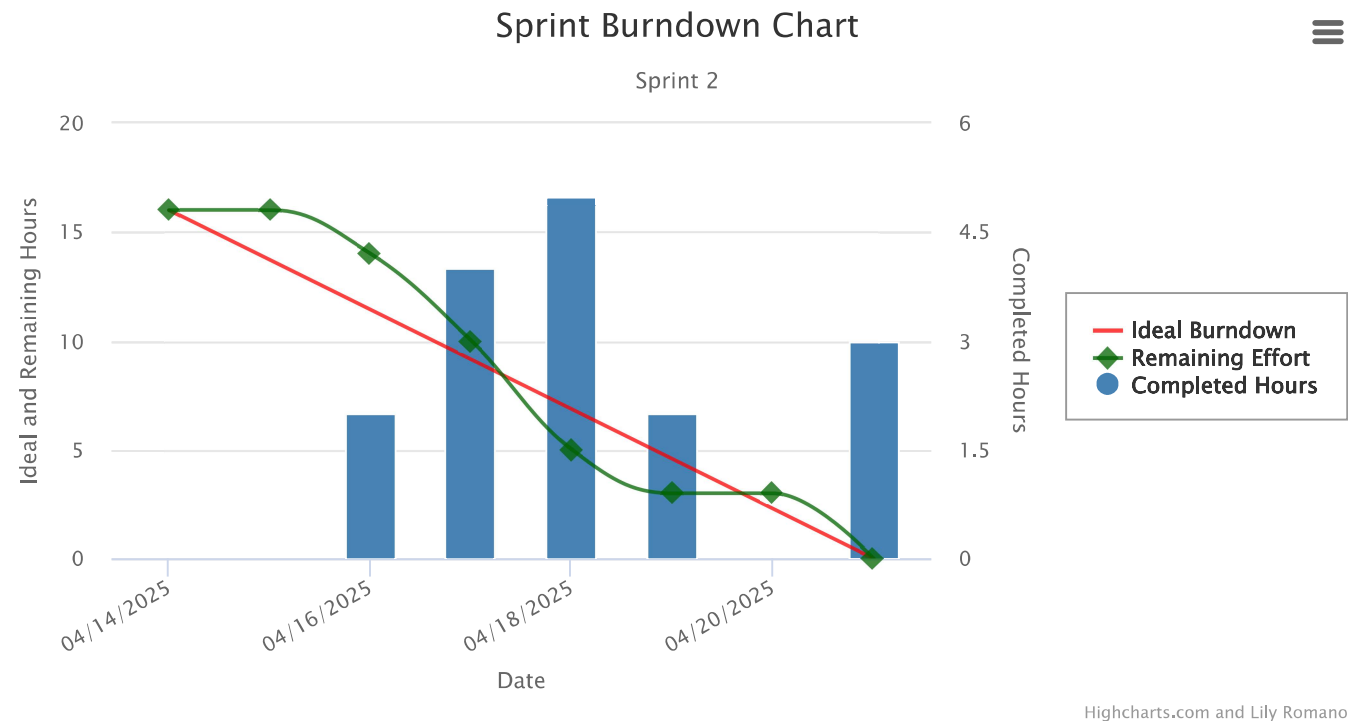
We could have made test files for our classes, but we will do that for this next sprint.

**Are you on track? What is your plan if not?**

We are slightly behind with BattleManager, which may cause changes with other classes.

**What will you improve on in the next sprint?**

Working more hours on the project.



**Sprint 3**

**Dates:**

4-21-2025 to 4-28-2025

**Goal:**

Get started on the UI, cards, enemies, and animations

**Review:**

**What went well in the sprint?**

We completed a lot of the JavaFX work.

**What could be improved?**

The GUI's presentation could be improved.

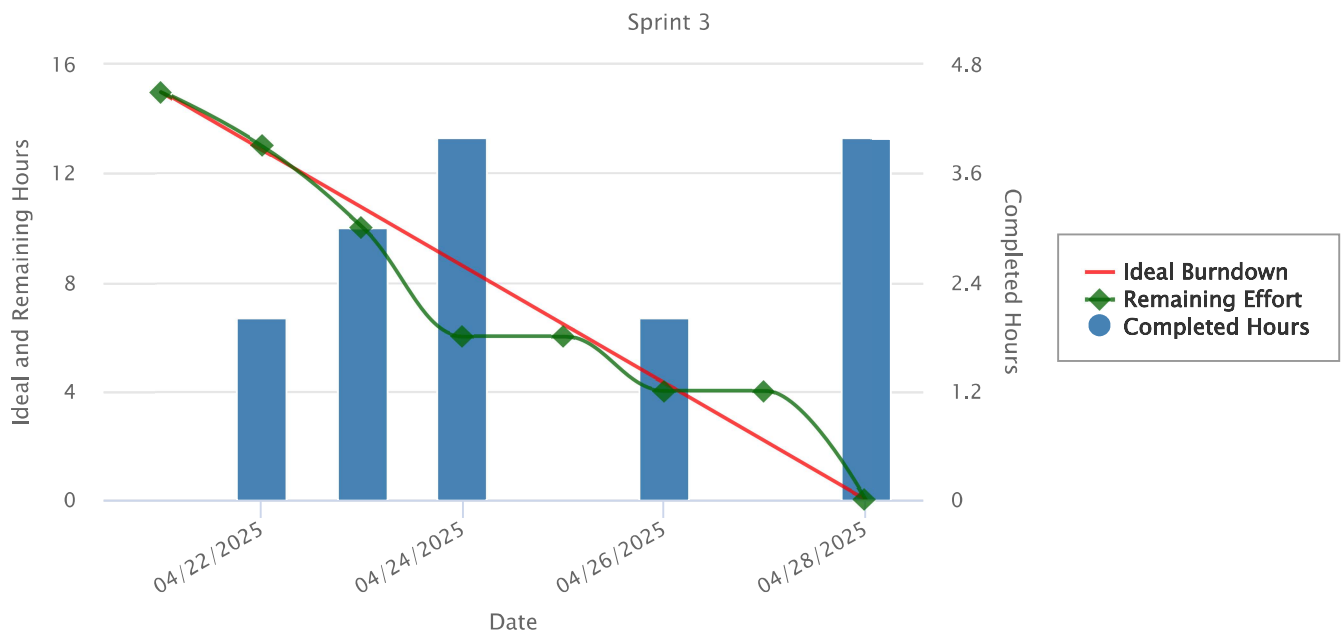
**Are you on track? What is your plan if not?**

We are on track.

**What will you improve on in the next sprint?**

Organizing and documenting the code better.

## Sprint Burndown Chart



### Sprint 4

**Dates:**  
4-28-2025 to 5-5-2025

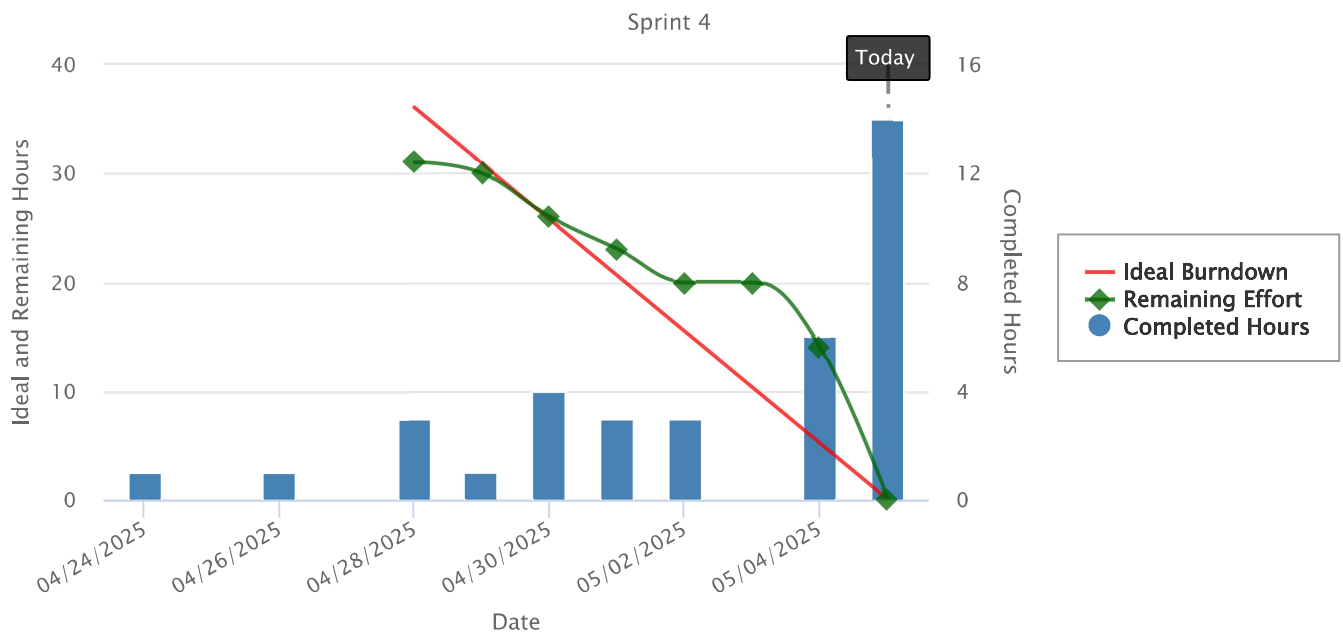
**Goal:**  
Complete all remaining tasks

**Review:**  
**What went well in the sprint?**  
We were able to complete our GUI to a presentable degree.

**What could be improved?**  
We could have spaced out our work more so weren't rushing.

**If you were to continue the project, what would you improve on in the next sprint?**  
We would start doing meetings and get together where we would do work.

## Sprint Burndown Chart



### Personas

#### Nolhan Lemaire

##### Quote

I want to collect all possible cards.

##### Narrative

Nolhan likes 100 precenting games. He wants to find all possible collectibles before finishing a game.

#### Storm Møller

##### Quote

The battles are too easy.

##### Narrative

Storm enjoys challenging games. If battles are not interesting or too easy, he loses interest quickly.

#### Chal Enger

##### Quote

I don't want to use same deck over and over again.

##### Narrative

Chal likes forcing challenges on himself when playing games. Challenge runs are part of his YouTube channel.

Annie May

Quote

No animation plays when a card is used. It is very boring.

Narrative

Annie is an animator and likes detailed animations in games. She thinks effects can add a lot of charm and personality to projects.

Table of Work

Showing 1 to 28 of 28 entries

Search:

Title	Type	Est.	Spent
closed (23)		76 h	0
Sprint 1 (3)		9 h	9 h
Brainstorm classes and methods	Technical Task	3 h	3 h
Create CRC Cards	Technical Task	3 h	3 h
UML Class Diagram	Technical Task	3 h	3 h
Sprint 2 (5)		16 h	0
Create and implement Creature class	Design Need	3 h	3 h
Create Card objects	Design Need	5 h	5 h
Create GameManager	Design Need	5 h	5 h
Create Player class	Design Need	3 h	3 h
Jam 09	Spike	0	0
Sprint 3 (5)		15 h	0
Create battle layout	Design Need	6 h	6 h
Create GameManager	Design Need	3 h	3 h
Create test files	Design Need	5 h	5 h
Jam 09	Spike	0	0
Make mouse events	Technical Task	1 h	1 h
Sprint 4 (10)		36 h	36 h
Add in-game battle messages	Design Need	4 h	4 h
Add multiple enemies	Design Need	2 h	2 h
Clean up JavaDocs and comments	Documentation	4 h	4 h
Create battle layout	Design Need	2 h	2 h
Create the user manual and instructions	Documentation	8 h	8 h
Design card images	Design Need	3 h	3 h
Final UML Diagram	Documentation	3 h	3 h
Make Design Manual	Documentation	4 h	4 h
Make mouse events	Technical Task	5 h	5 h
Make Use Case Diagram	Documentation	1 h	1 h
trashed (5)		0	0
Sprint 4 (3)		0	0
Jam 09	Spike	0	0
Make card animations	Design Need	0	0

Title	Type	Est.	Spent
Make presentation	Documentation	0	0
Backlog (2)		0	0
Make User Manual	Documentation	0	0
Test Card and Player classes	Design Need	0	0

Daily Scrum

Daily Scrum Log

4/16/2025 Muhammed: Started working on GameManager and Creature classes Nathan: Completed Player constructor; working on Player methods starting with givePlayerCards(List) Riley: Created all Card classes; working on enum types for Card

4/18/2025  
Nathan: Completed Player class; working on JavaDocs, comments, encapsulation  
Riley: Completed Card classes and helper classes; working on JavaDocs  
Muhammed: Finished BattleManager; working on committing and merging work

4/21/2025  
Nathan: Making turns in BattleManager  
Riley: Finish JavaDocs for Card classes  
Muhammed: JavaDocs for BattleManager