

Sprint Report 3

Dates of the sprint: 2 weeks (20.11– 29.11)

- Overview of the team and their planned capacity :

1. Team Overview :

Name : The Weeknd

Members :

- ❖ Lucian Moisii (Senior Coder)
- ❖ Cristian-Andrei Horceag (Team Leader, Developer)
- ❖ Razvan-Mihai Hanghice (Scrum Master, Developer)
- ❖ Andrei-Alexandru Mihai (UI/UX, Developer)
- ❖ Alexandru Rus (QA, Developer)

2. Planned Capacity:

- ❖ Team Capacity: 135 story points
- ❖ User Stories: 3
- ❖ Bug Fixes: 3

List of backlog items planned to be developed in the current sprint :

- ❖ Base with Buildings

Base with buildings – The buildings are fundamentally to complete the game, and it makes the game a more complex one. As it is a game that has economy and the player is in the role of the monarch, upgrading your kingdom needs to be quite complex. We added a lots of assets, buildings with many levels possible to upgrade.

Key Features:

- ❖ Structures on the map predefined spots
- ❖ Upgradable
- ❖ Different types

List of User Stories:

User Story 1: As a player, I want to build structures on the map so that I can expand my kingdom.

Acceptance Criteria:

SCENARIO: Player builds structures to expand the kingdom

GIVEN the player has available resources

WHEN the player selects a ruin from the map

THEN the player should be able to transform the ruins into a building

AND the required resources for construction should be deducted from the player's inventory

AND the building should **NOT** appear incorrectly with proper structural integrity

User Story 2: As a builder, I want to upgrade and fortify my structures over time so that my kingdom defends against enemies.

Acceptance Criteria:

SCENARIO: Player upgrades buildings

GIVEN the player has a constructed building

WHEN the player selects the upgrade option

THEN the building should undergo an upgrade process, enhancing its properties

AND the player's inventory should be checked for the required resources, proceeding only if sufficient

User Story 3 : As a user, I want to interact with the structures in the world like trees, buildings, so that I can control and analyze their properties.

Acceptance Criteria:

SCENARIO: Player interacts with structures

GIVEN the player is in the game environment

WHEN the player interacts with a structure (e.g., clicks or taps)

THEN the structure should respond with an appropriate action or information display

AND the player can take the resources (e.g., upgrade, collect)

AND selecting the analyze option should **NOT** display detailed information about the structure's properties

Sprint Review and Retrospective

In our Sprint Retrospective, we're thrilled about successfully implementing the base with buildings, adding complexity to the game, and introducing diverse building types with multiple upgrade levels. To enhance the user experience, we recognize the need to provide more information during the analyze option. So, our upcoming focus is on refining the analyze feature for more detailed insights into structures. Looking forward, we're enthusiastic about refining user interactions, addressing reported bugs, and expanding the game world in the next sprint to meet evolving project requirements.