Sprint Report 4

- Dates of the sprint: 3 weeks (04.12 – 22.12)

- 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 Hanghicel (Scrum Master, Developer)
    ❖ Andrei-Alexandru Mihai (UI/UX, Developer)
    ❖ Alexandru Rus (QA, Developer)

  2. Planned Capacity:

    ❖ Team Capacity: 150 story points
    ❖ User Stories: 2
    ❖ Bug Fixes: 2

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

    ❖ Upgradable Buildings
    ❖ Portals that spawn enemies

1. Upgradable Buildings - The buildings that were added in the previous sprint need to be upgradable for a given price (materials)

  ❖ Set how many levels of upgrading each building has
  ❖ Decide the price for upgrade
  ❖ Decide the features that come with the upgrade of the specific building

2. Portals - Implemented at the edge of the map, they have a healthbar so you can destroy them and then enemies stop spawning.

- ❖ Spawn enemies at the end of the map
- ❖ Enemies want to catch the crown
- ❖ Spawning number depending on the level of the townhall

- List of User Stories:

User Story 1: As a builder, I want to upgrade and fortify my structures over time so that my kingdom defends against enemies.

Acceptance criteria:

SCENARIO: Builder upgrades and fortifies structures for kingdom defense

GIVEN the builder has constructed structures in the kingdom

AND there are potential threats or enemies to the kingdom

WHEN the builder decides to upgrade a structure

AND selects the upgrade option for a specific structure

THEN the builder should be prompted with available upgrade options

AND can choose the desired upgrade, such as improved defenses or increased durability

WHEN the builder confirms the upgrade

THEN the selected structure should be upgraded with the chosen improvements

AND the kingdom's overall defense capability should be enhanced

WHEN the kingdom faces an enemy attack

THEN the fortified structures should provide increased resistance

BUT the kingdom **SHOULD NOT** have a worse chance of successfully defending against the enemies.

User Story 2 : 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: User interacts with world structures for control and analysis

GIVEN the user is in the virtual world

AND there are various structures like trees and buildings present

WHEN the user attempts to interact with a structure

AND selects a specific structure to analyze

THEN the user should be able to control the camera or viewpoint around the selected structure

AND the user should be able to access detailed information about the selected structure's properties

WHEN the user interacts with a tree or building

THEN the user should be able to perform actions like inspect, rotate, or zoom on the structure

AND the user should have the ability to gather relevant data, such as height, material, or any associated attributes

WHEN the user attempts to manipulate a structure

THEN the user should be able to perform permissible actions like planting seeds for trees or modifying building features

BUT the user **SHOULD NOT** be able to perform actions that could negatively impact the environment or disrupt the integrity of the virtual world

User Story 3: As a miner, I want to collect stone and iron to evolve my stuctures.

Acceptance Criteria:

SCENARIO: Miner collects stone and iron to evolve structures

GIVEN the miner is equipped with appropriate tools

AND there are stone and iron resources available in the environment

WHEN the miner decides to collect resources

AND selects a specific stone or iron deposit

THEN the miner should be able to gather stone and iron from the selected deposit

AND the collected resources should be added to the miner's inventory

WHEN the miner decides to evolve a structure

AND selects a structure for evolution

THEN the miner should be prompted with the option to use collected stone and iron for evolution

AND the miner should be able to confirm the evolution process

WHEN the evolution process is complete

THEN the selected structure should be upgraded using the collected stone and iron

AND the miner's inventory should reflect the deducted resources

BUT the miner **SHOULD NOT** be able to evolve a structure without having the required amount of stone and iron

Sprint Review & Retrospective:

In Sprint 4 , we successfully implemented interactive features user stories, allowing users to seamlessly control and analyze various structures and the completion of resource collection functionality. Looking back, collaboration between development and testing teams proved effective, resulting in a timely delivery of expected functionalities.