

## ***Sprint Report 5***

- Dates of the sprint: 3 weeks (08.01 – 22.01)
- 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 Hanghichel (Scrum Master, Developer)
- ❖ Andrei-Alexandru Mihai (UI/UX, Developer)
- ❖ Alexandru Rus (QA, Developer)

### 2. Planned Capacity:

- ❖ Team Capacity: 135 story points
- ❖ User Stories: 4
- ❖ Bug Fixes: 1

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

- ❖ Players Inventory
- ❖ Spawning Rate
- ❖ Relaxing Background Music
- ❖ Testing

**1. Players inventory** - This is crucial for the overall economy of the game. The player can gain money and materials in his inventory, which then can be used to upgrade the buildings from his kingdom. Key features:

- ❖ Item list
- ❖ Resources Counter

**2. Spawning Rate** - Set and implement the spawning rate of the enemies (how many of them, how often). This needs to be set precisely, as the enemies are the primary obstacle in winning the game. Key features :

- ❖ How often the enemies should spawn
- ❖ How powerful are the enemies
- ❖ Healthbar of the portal

**3. Relaxing Background Music** - Adding a relaxing background song that helps maintain a peaceful atmosphere.

**4. Testing** - Testing the game in different environments, trying to win, trying to lose, save, enemies, upgradable buildings and all the features.

- List of User Stories :

*User Story 1: As a player, I want to listen to relaxing music during the in-game day so that the ambiance of the game reflects a peaceful environment.*

Acceptance Criteria:

**SCENARIO** : Player listens to in-game relaxing music  
**GIVEN** the player is in the game environment  
**WHEN** the player enables ambient music in settings  
**THEN** relaxing music plays with adjustable volume  
**AND** the in-game ambiance becomes peaceful  
**AND** the volume should **NOT** be different than what the player selected.

*User Story 2: As a game character, I want to be able to collect in-game currency from different sources so that I can invest in what I desire.*

Acceptance Criteria:

**SCENARIO** : Game character collects in-game currency from different sources  
**GIVEN** the game character is active in the game world  
**WHEN** the player engages with various in-game sources  
**THEN** the character collects in-game currency  
**AND** the collected currency is added to the character's inventory  
**AND** the player can **NOT** use more resources than displayed in the inventory.

*User Story 3: As a player, I want to see my stats in an organized manner, like a profile, so that I can keep track of my progress.*

Acceptance Criteria:

**SCENARIO:** Player sees on-screen stats for progress tracking

**GIVEN** the player is actively playing the game

**WHEN** the player is in the game environment

**THEN** the player sees their stats displayed in the corner of the screen

**AND** they include relevant information such as in-game resources and current day

**AND** the on-screen stats do **NOT** alter the gameplay experience.

*User Story 4: As a fighter, I want to battle with enemies during every in-game night, so that I can earn more coins and develop attack strategies.*

Acceptance Criteria:

**SCENARIO :** Fighter battles enemies during in-game night

**GIVEN** the fighter is active in the game world

**AND** the in-game time transitions to night

**WHEN** enemies spawn at a medium rate

**THEN** the player's defensive buildings engage in battle with the spawned enemies

**AND** the fighter can develop attack strategies during these nightly battles

**AND** the enemy spawn rate is **NOT** increased.

- Sprint Review & Retrospective :

In Sprint 5, we successfully added the player's inventory, integrated spawning rate functionality, and improved the gaming experience with relaxing background music. We ensured stability, we identified communication gaps and minor places where we could improve, such as Code Standards and Refactoring. WE also plan to refine the on-screen stats UI based on user feedback. Despite areas for improvement, we're proud of our accomplishments in Sprint 5 and are prepared for the game's official deployment !