

# ***Sprint Report 2***

Dates of the sprint: 2 weeks (30.10 – 17.11)

## 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: 100 story points
- ❖ User Stories: 4
- ❖ Bug Fixes: 2

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

- ❖ Livrabil
- ❖ Parallax map
- ❖ Player
- ❖ Saving System

**Livable** – Word Document with the following contents to help us clarify our vision:

- ❖ Clear definition of Product Vision
- ❖ List of program features
- ❖ Non-functional requirements

- ❖ Customer Journey
- ❖ Activity Diagram
- ❖ A set of user stories

**Parallax map** - Implemented a dynamic map that smoothly slides as the character moves.

*Key Features:*

- ❖ Fluid character movement across the map.
- ❖ Responsive map adjustments based on character actions.
- ❖ Smooth transitions between different map regions.

**Player** – The main character in the game

*Key features:*

- ❖ Controllable by user, can explore and find resources
- ❖ Rides a horse for faster travelling
- ❖ Complex movement (Normal walk + Running)

**Saving System** – The player location on the map, the inventory and the time are saved between sessions

- List of User Stories:

*User Story 1: As a player, I want to be able to ride on a horse, so that my explorations and general travelling will be much faster.*

Acceptance Criteria:

**SCENARIO:** Player runs for faster exploration

**GIVEN** the player is in the game environment

**WHEN** the player chooses to run

**THEN** the player's movement speed should increase

**AND** the player should be able to explore the environment faster

**AND** the running action should be easily initiated and stopped by the player

**SCENARIO:** Player stops running

**GIVEN** the player is running

**WHEN** the player chooses to stop running

**THEN** the player's movement speed should return to the default speed

**AND** the player should continue exploring the environment at the regular pace

*User Story 2: As a player, I want to explore and find resources so that I can upgrade my base.*

Acceptance Criteria:

**SCENARIO:** Player explores the map

**GIVEN** the player is in the game environment

**WHEN** the player chooses to explore the map

**THEN** the position of the player is updated

**AND** the map should display the current location of the player

**AND** the camera should **NOT** stay in the same place.

*User Story 3: As a player, I want to be able to save the game so that I can continue playing with the progress saved.*

Acceptance Criteria:

**SCENARIO:** Player saves the game progress

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

**WHEN** the player chooses to save the game

**THEN** the game state, including player progress, should be saved

**AND** the player should be able to continue playing from the saved progress

**SCENARIO:** Player loads a saved game

**GIVEN** the player has previously saved the game

**WHEN** the player chooses to load a saved game

**THEN** the game should load the saved state

**AND** the player should resume playing from the saved progress

**AND** the player's existing progress should **NOT** change

*User Story 4: As a player, I want to have a fluid parallax map so that the game experience is improved.*

Acceptance Criteria:

**SCENARIO:** Player notices responsiveness in parallax map

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

**WHEN** the player changes direction or speed

**THEN** the parallax map should dynamically adjust to the player's movement

**AND** the transition in the parallax effect should be seamless and responsive

**AND** the player should **NOT** perceive a unnatural and visually unpleasing movement of background elements

Sprint Review & Retrospective:

In Sprint 2, we excelled in implementing a fluid parallax map, seamlessly integrating player functionalities, and successfully introducing a saving system for continuous gameplay. Moving forward, we aim to enhance communication and, in order to achieve this, we're scheduling regular sync meetings and more frequent code reviews. The next sprint will prioritize refining features, addressing reported bugs, and potentially introducing new user stories to align with evolving project requirements.