

Sprint 1 Report - April 10th, 2016

Game: Space Invaders

Team Name: ScumInvaders

Actions to Keep Doing:

- Keep having weekly scrum meetings on Wednesday after class.
- View updated Trello tasks frequently

Obstacles:

- Someone had to attend Game Jam
- People couldn't meet up in person during the weekends
- Getting connected to UCI repository through VPN
- Unable to respond at a certain time in the facebook chat

What Can Be Done Better

- Communication
 - Faster response in messages
 - Keeping up with the details and updates of the project
 - More physical meetings
- Time Management

Technical Plans for Next Sprint:

- Fix Bugs
- Starting the Server part of the coding
- Create more Enemy and Player Sprites
- Create more backgrounds
- Make the game Multiplayer
- Polish up BGM and Sound Effects

Work Incompleted:

- Bug Fixing
 - Unknown rare error that occasionally pops up

Work Completed:

- **Installation:** (All Team Members)
 - Install Python and Pygame
 - Install TortoiseGit
 - Create account in UCI Github
- **Programming:** (Andrew Chau and Tiffany Lam)
 - Implement Main Menu
 - Implement SoundManager
 - Create the game (player, enemies, gameplay)
- **Visuals and Design:** (Monami Yang & Elaine Chieng)
 - Create Sprites (player, enemies, missiles)
 - Animate the Enemy Sprites
 - Create Backgrounds (Game Title, Background Image, Scrolling Image)
- **Sound:** (Jessica Lim)
 - Create Main Menu music
 - Create Main Menu/Button Sound Effects
- **Documentation:** (Jessica Lim, Monami Yang, Elaine Chieng, Andrew Chau)
 - Finish Sprint 1 Report
 - Finish Single Player Game Architecture
 - Create Sprint 1 Powerpoint