

Sprint 3 Report - May 16th 2016

Game: Space Invaders

Team Name: ScrumInvaders

Actions to Keep Doing:

- Keep having weekly scrum meetings on Wednesday after class.
- Meet every Saturday and work on the Sprint as much as possible

Obstacles:

- Some people couldn't meet up in person during the weekends
- Switching to TCP
- Unable to respond at a certain time in the facebook chat
- Errors merging codes

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
- Team Dynamic

Technical Plans for Next Sprint:

- Fix Bugs and Lags
- Code solutions for possible problems during gameplay
- Clean Multiplayer

Work Incompleted:

- Bug Fixing
 - Lagging in some parts
 - Image conversion
- NTP

Work Completed:

- Programming: (Everyone)
 - Implement the Server
 - Allow Logging in with correct IP, Username, and Password
 - Apply Database for username and password
 - Allow multiple clients connect to the Server from different computers through VPN
 - Implement Lobby
 - Exit and Refresh the state in the Lobby
 - Create Multiplayer Game
- Visuals and Design: (Monami Yang & Elaine Chieng)
 - Create more backgrounds
 - Create and Animate more Enemy Sprites
 - Create more players (ship, upgrade, missiles)
 - Create Lobby images and Buttons
- Sound: (Jessica Lim)
 - Polish Background Music
 - New theme done
- Documentation: (Everyone)
 - Finish Sprint 3 Report
 - Create Spring 3 Powerpoint
 - Finish Design Document