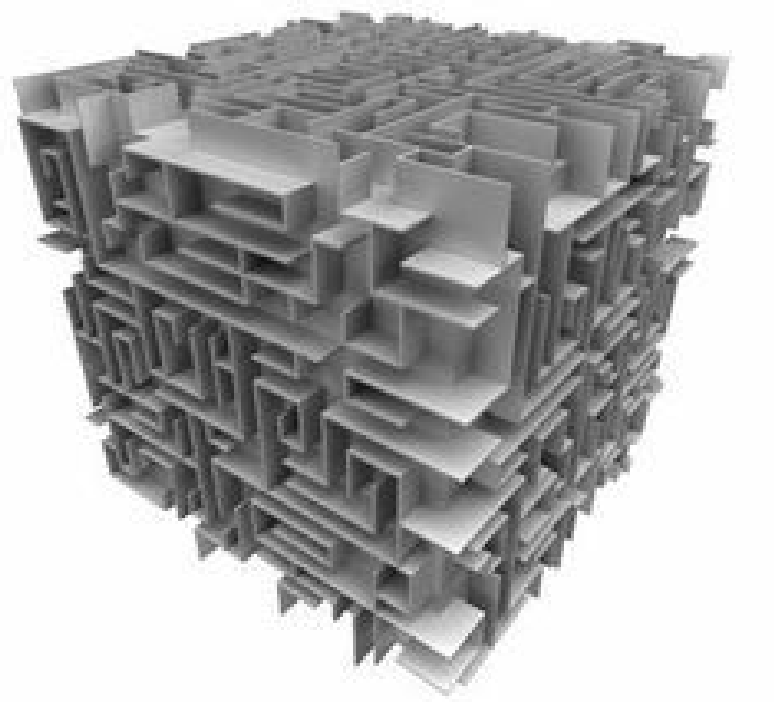
# Sprint 1 Retrospective Document

CS 30700

# PERSPECTIVE



## TEAM 24

Peter Farmer
Vincent Jiang
Saurav Khanna
Akanksha Tripathy
Aneesh Vempaty

# Table of Contents

# What went well?

| | | |
|---|---|---|
| 1. | As a gamer, I would like functional player movement. | We were able to create a player model. |
| 2. | | We ensured that the player moves around the environment. |
| 3. | | We have keyboard inputs and VR controller inputs. |
| 4. | | We implemented a Character Manager to manage interactions with environment. |
| 5. | | Implemented a walking sound when the player moves around the environment. |

**Completed:** The player moves around the environment flawlessly with functional movement and sound.

| | | |
|---|---|---|
| 1. | As a gamer, I would like the display to be through a VR headset. | We initialized the VR headset |
| 2. | | Attached the VR to the in-game camera view. |
| 3. | | We have keyboard inputs and VR controller inputs. |

**Completed:** When the user puts on the headset in real life, the player will then be able to see the game view and when the user moves his head with the headset in reality, the player's scope of view will shift proportionally in response.

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|---|---|---|
| 1. | As a gamer, I would like to have functional interactions with the environment. | Sketched out rough design of puzzles and obstacle components |
| 2. | | Made a test maze to see if our player could move around. |
| 3. | | Wrote a script to see if player could change orientation. |
| 4. | | We implemented an Environment Manager to spawn |

| | | |
|---|---|---|
| | | objects |
| 5. | | Looked through the unity asset store to download Sprites |

**Completed:** There are obstacles that interact with the user. The player is able to walk up walls that implemented in our test game.

| | | |
|---|---|---|
| 1. | As a user, I would like to have functional menu screens. | Created a title menu with background |
| 2. | | Made an options menu with background |
| 3. | | Created an end game menu screen with background |
| 4. | | Ensured a Game Manager was implemented to link between screens. |
| 5. | | Added a pause button in the game. |
| 6. | | Added a restart button in the game. |
| 7. | | Created an exit game button. |
| 8. | | Wrote a script to interpret what user selects. |
| 9. | | Ensured menu music and sound works on all scenes. |
| 10. | | Ensured volume control works. |

**Completed:** Have all menu screens that work with background music.

# What didn't go well?

Overall, our team managed to finish all the tasks at hand without falling behind too much on time. There could be more improvements like regarding communication and realistic planning but our team managed to pull through and get our assignments completed by the due date. Some other things to note that were not expected was the amount of time it took to learn Unity before we could use it well. This was a result of not being careful enough by not researching ahead of time before implementing certain tasks (i.e. menu screens are created differently in Virtual Reality versus a non Virtual Reality game).

| | | |
|---|---|---|
| 1. | Communication | Due to poor communication, we were unable to plan our meetings effectively. |
| 2. | Realistic Planning | A lot of factors such as classes, exams and fall break made it difficult for us to make the time we expect. We started to fall back on our schedule and had to work extra hours to meet our targets. |
| 3. | Needed more time to learn functionalities of the platform | Since all of us were new to Unity, we had to spend a lot of time learning the material before we could actually start working on the game. |
| 4. | VR asset | It took time to get the Oculus Rift, so we couldn't really start developing the VR aspect of the game until we received the device. |

# How can we improve?

For our next sprint, we will focus on maintaining better communication between team members to plan more efficient meetings. For example, many times last sprint we were forced to change meeting dates and times because some members had schedule conflicts. Our solutions to these issues include:

- Setting up a permanent non-flexible schedule for working on the group aspects of the project. A portion of all weekends will be used to work on the project as that is when everyone is able to consistently meet.
- Setting up a flexible schedule designed to keep deadlines for individual components of the project. An example would be, a team member must finish environment component X by date Y but they are allowed to work on it during their own time instead of at group meetings.
- Designating one computer as our primary testing computer, especially in terms of VR. Last sprint we attempted to set up the Oculus Rift on multiple computers which resulted in a very inefficient testing environment. For this next sprint, we will simply import files to the designated computer if we need to test the game with VR.