

# Project Summary

## csci205\_final\_project

### Project Details

#### Members

- Angel Sousani-Twumasi
- Aya Tarist
- Marina Anglo
- tan007

### Project Retrospective

#### What was your initial goal?

Our initial goal was to have a flappy bison game where the user controls the bison by clicking the space bar to move it up and down to avoid obstacles.

#### What did you achieve?

We were able to adapt and solve our problem by rather controlling the bison by using a cursor instead to move the bison through the obstacles.

#### What went well in the project?

We worked well together as a team to effectively help one another and learn together on different topics and areas when we get stuck.

#### What could be improved?

We could improve our tracking process of things to do per person in order to stay on track on deadlines (which we did not have).

## What would you change if you did the project again?

We would create specific deadlines for each task for each person to have.

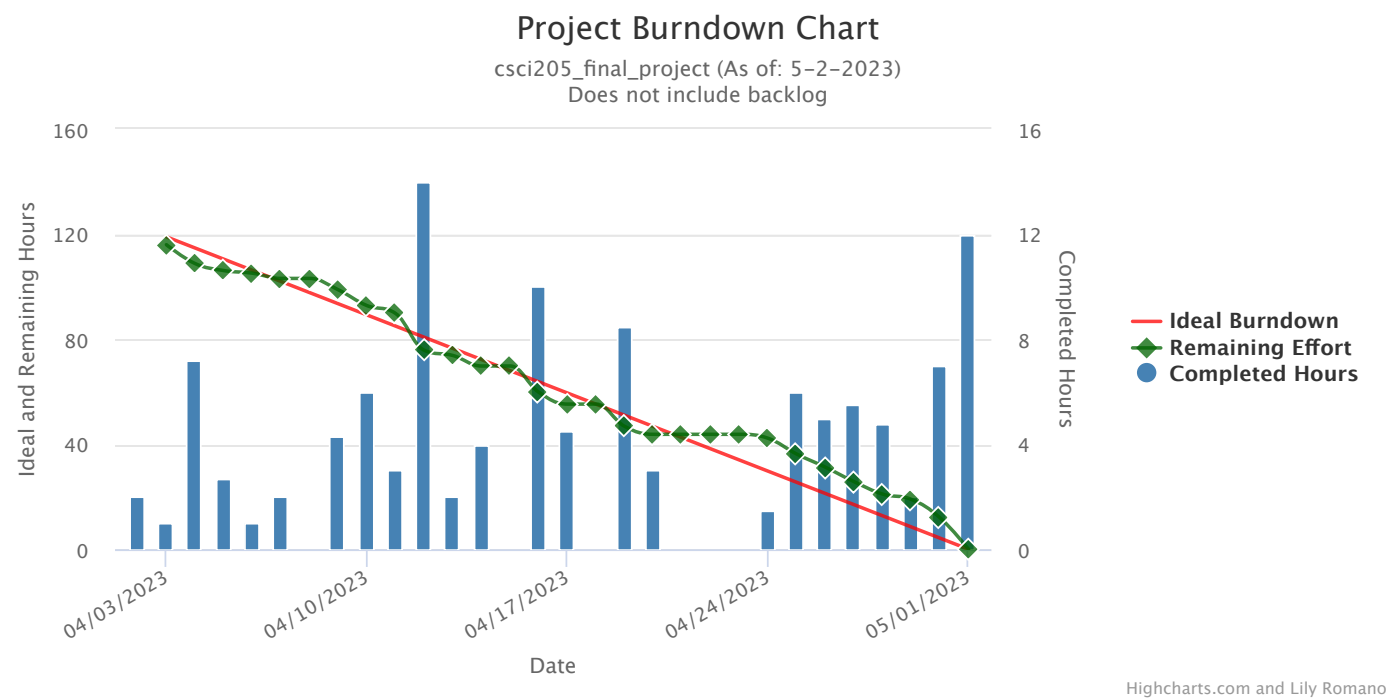
### Charts

#### Health Bar



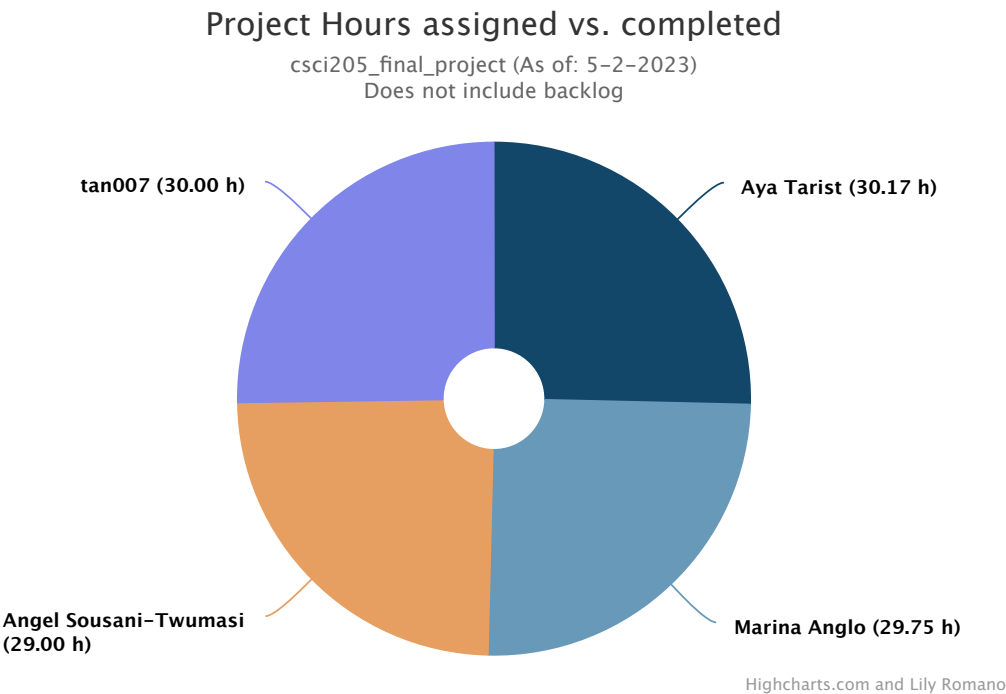
It is very inspiring to see how much work was put into this project when at times it felt like we were not getting any thing done. However, it was a learning process throughout the whole month of sprints. We not only improved our skills in regards OOAD and working with Scenebuilder but we also learned how to effectively work as a team. We all provided to this project to the best of our abilities even with very busy schedules. We worked to be flexible with managing tasks and still managed to end with a satisfying project as a result.

#### Burndown Chart



This chart reflects the amount of dedication that went into this project throughout the month. There were moments of high levels of time given into working as much as possible on the project. This graph takes into account the busy schedules of our team and how we had to make up for lost time on certain days. It reflects areas in which we gave as much effort we could into working on our project. However, it also shows areas in which we need improvement for better management and tracking of time. We met as a team every school day and took most breaks on weekends. We will need to work better going forward for future endeavors on creating a more tangible burndown chart based on hours that we can track effectively.

## Assignee Chart



This chart reflects how we all gave an equal amount of time into this project. Most times that we worked on the project was together as a team. We met up most days of the week for a couple of hours to go about strategies and work together in case anyone needed help or got stuck. It reveals how well we worked as a team and a unit to create our end goal of a project that works as best as it can and with elements of creativity that arose as a result of collaborative efforts. We all had individual strengths that contributed to this project as reflected in the different hours on different work tasks.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Angel Sousani-Twumasi	0	2	15	2	2	8
Aya Tarist	0.67	3	14	4.5	3	5
Marina Anglo	1	4	14.5	2	3	5.25
tan007	0	4	9	8.5	4	4.5

## Sprints

### Sprint 1

Dates:  
4-3-2023 to 4-10-2023

**Review:****What went well in the sprint?**

In this sprint, there was active communication, organization in meeting almost daily to discuss next steps. We were able to set up the foundation for what work we needed to do.

**What could be improved?**

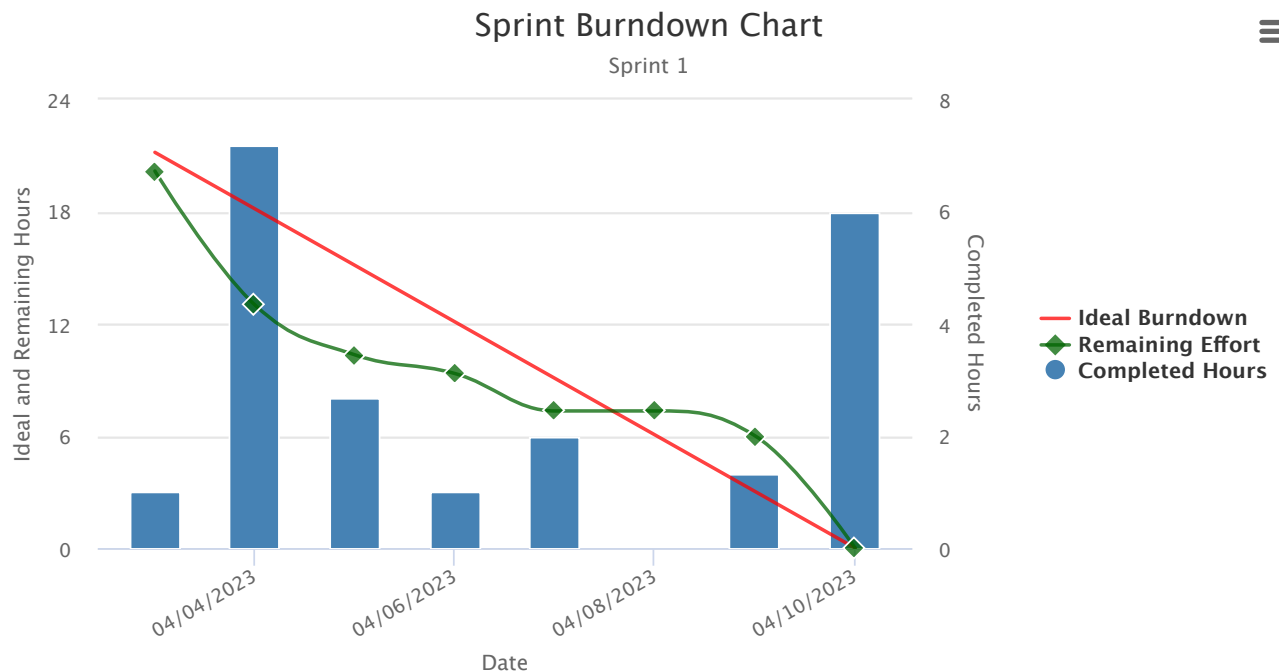
We could have been more organized and productive, with creating code and assigning individual responsibilities.

**Are you on track? What is your plan if not?**

We are currently on track work wise, however, we feel a little behind knowing whether we are on the right track. Our plan is to discuss with our client and get a little insight before continuing on with what we have so far.

**What will you improve on in the next sprint?**

For our next sprint, we will like to improve our division of tasks per team member for adding to our code.

**Sprint 2**

**Dates:**

4-10-2023 to 4-17-2023

**Goal:**

Our goal for this sprint is to have a more structured outline of what needs to be worked on within individual classes as well as beginning to create tests.

**Review:****What went well in the sprint?**

The application of knowledge from lab 11 helped our design process. We implemented scene builder to help create a starting page for our game. We were able to use trial and error to fix any errors that we had.

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**What could be improved?**

We can improve on our use of AIE code and keeping accurate track of work that is done on a daily basis.

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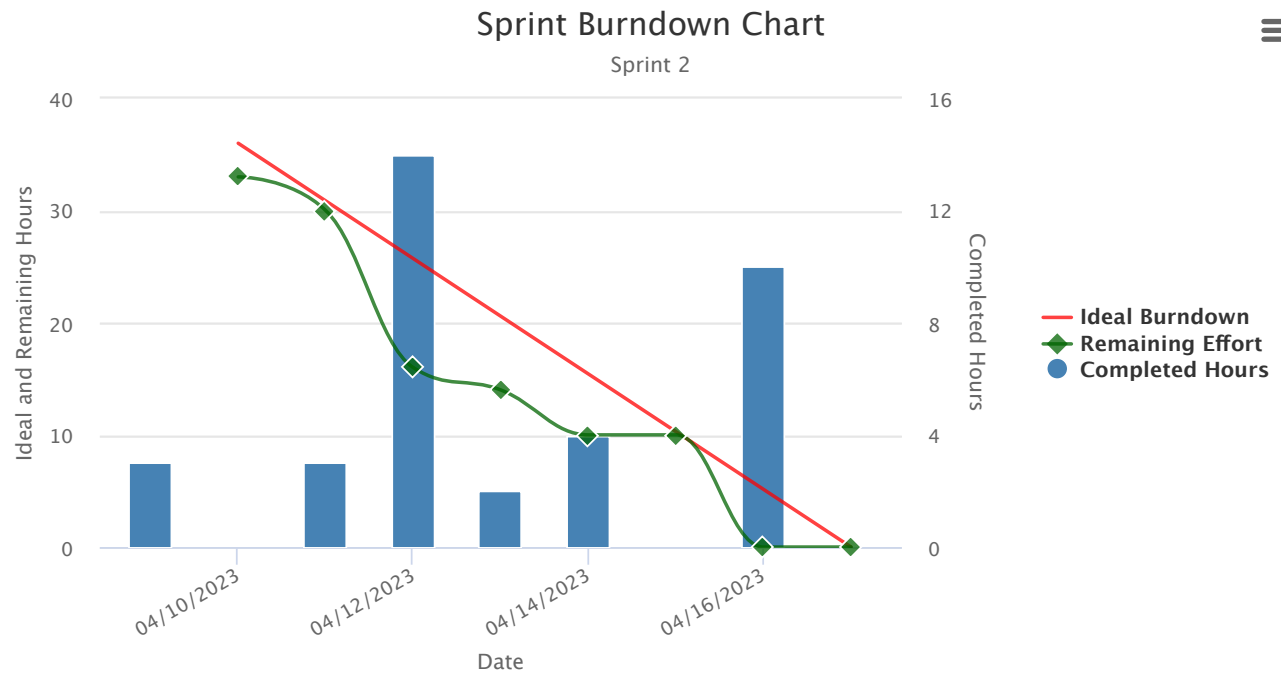
**Are you on track? What is your plan if not?**

We are a little behind on what we initially planned to have by this time. Our plan is to learn from 11 and expand from it and also ask for help with next steps in getting our game to actually work.

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**What will you improve on in the next sprint?**

We will improve on our knowledge of animation in relation to scene builder and how it works with IntelliJ. We will work on other aspects of our project, including, creating pipes, event handling, controlling the bison, etc.



## Sprint 3

**Dates:**

4-17-2023 to 4-24-2023

**Goal:**

In this next sprint, we want to gain control of the bison object itself for user use and move from having a starting page to a game page with pipe objects.

**Review:****What went well in the sprint?**

We worked well to coordinate different work times in order to avoid git hell. We now have the key components for our game, the bison and the obstacles.

**What could be improved?**

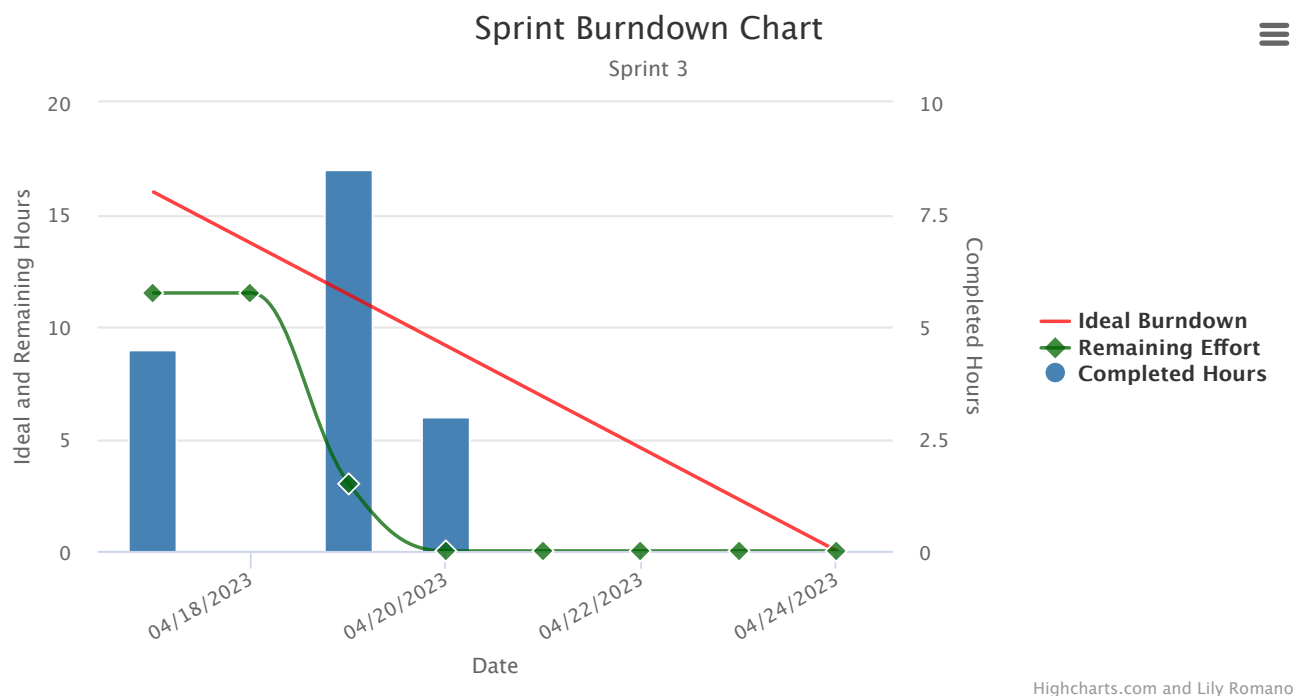
We could improve productivity with having due dates to have certain tasks done by a certain time.

**Are you on track? What is your plan if not?**

We are slowly getting on track with tasks as we have started implementing deadline. Our plan is to continue to assign specific due dates and homework for different tasks.

**What will you improve on in the next sprint?**

We will improve our organization for this sprint to make sure we are not piling up tasks closer to the deadline.

**Sprint 4****Dates:**

4-24-2023 to 5-1-2023



**Goal:**

For this sprint, we hope to stay on task and finish all elements of making sure we have a suitable working game. We will amp up the work that needs to be done by adding more work hours during our daily sprints.

**Review:****What went well in the sprint?**

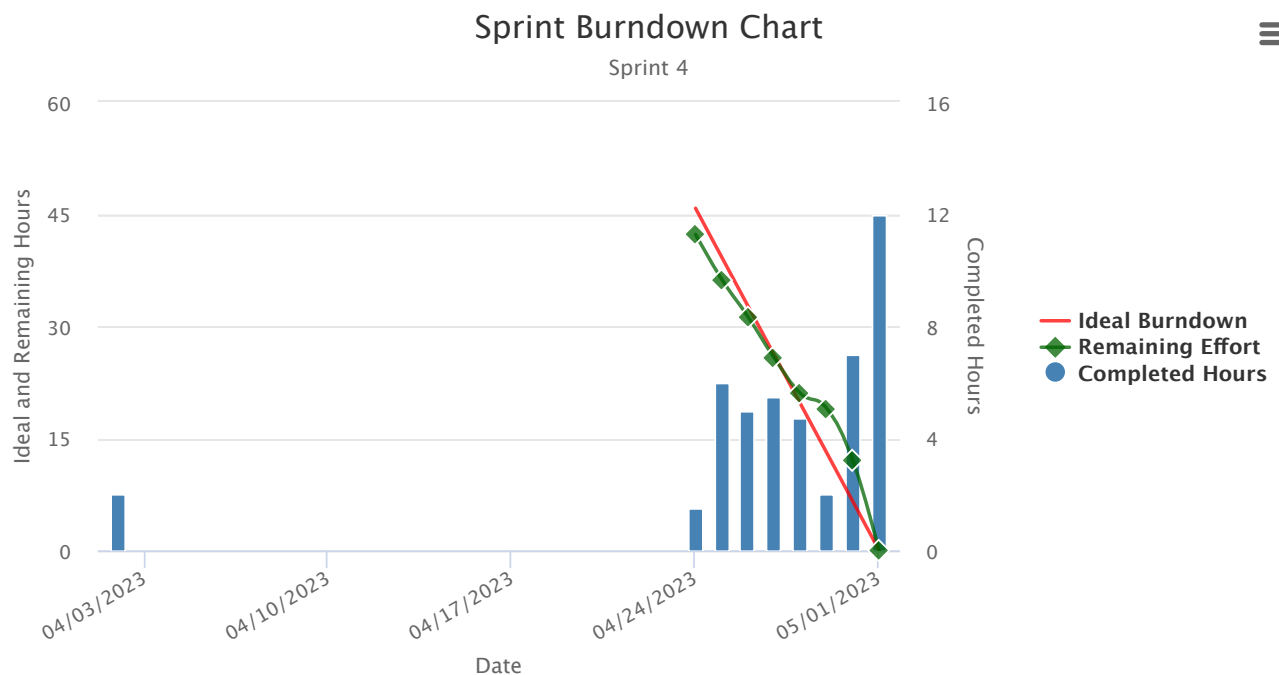
In this sprint, we got a lot of work done; we were able to creatively find a way to move the bison.

**What could be improved?**

We could improve our research tactics when it comes to adding new elements to our project.

**If you were to continue the project, what would you improve on in the next sprint?**

We would add an extra button for controlling music and figure out a way to display the total number of pages on the end page.



## Personas



## Aya Yay

### Quote

I am a simple, angry woman. I hate games that have too much to do in them. If I don't get something right away, I get extremely frustrated.

### Narrative

Aya is the CEO of a famous TV Network company. She is nearing retirement, and as she is trying to pick someone to be the next reign, she is getting more and more irritable and has trouble controlling her temper. She is looking for something simple to help relieve her from the stress of retirement, and would like a game that is easy to maneuver and understand.



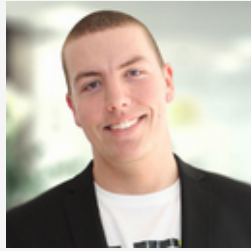
## Angel Enheven

### Quote

I like games and I like Fortnite. I like colorful games and I like when games have sound because I like being loud and annoying my mom.

### Narrative

Angel is 8 years old and loves playing games on her iPad. She loves to play games that can keep her engaged with bright, colorful graphics. She likes to compare her gaming skills with her friends at school, so she prefers games that are simple, and don't require too much thought.



## Patty Krabs

### Quote

I enjoy challenging games just not the ones with multiple commands

### Narrative

Patty is a 19-year-old high school student who is passionate about gaming. He is an avid gamer and loves to explore new games and challenges. Patty is always on the lookout for new and exciting games that he can play in his spare time.



## Marina Ra

### Quote

I like games that allow me to play as many times as I want and that I do not need to keep track of

### Narrative

Marina, a 35-year-old ice cream truck owner runs a successful business selling ice cream to families and children in her community. She has been running her ice cream truck for several years and loves being able to bring joy to her customers. During her break times, Marina enjoys playing games on her phone



## Tina Nguyen

### Quote

I like to play games often! I especially love puzzle games, and games that challenge my reaction time.

### Narrative

Tina is a 30-year old software developer who has been in the industry for nearly 10 years. She's familiar with developing games, and likes games that aren't easy to beat. She likes a challenge, and wants a game that will take a long time to master.

## Table of Work

Search:

Showing 1 to 67 of 67 entries

Title	Type	Est.	Spent
Closed (67)		118 h, 55 m	0
Sprint 1 (17)		21 h, 10 m	21 h, 10 m
Create Bison Class	Technical Task	1 h	1 h

Create BisonMain Class	Technical Task	1 h	1 h
Create BisonView Class	Technical Task	1 h, 20 m	1 h, 20 m
Create FlappyBisonGame Class	Technical Task	30 m	30 m
Create PipeObstacle Class	Technical Task	1 h	1 h
Create the User Interface(Class) for the Game	Design Need	1 h, 30 m	1 h, 30 m
Create UML Class & State Diagrams	Design Need	4 h	4 h
Creating Personas - Angel Enheven	User Story	20 m	20 m
Creating Personas - Aya Yay	User Story	20 m	20 m
Creating Personas - Patty Krabs	User Story	20 m	20 m
Creating Personas - Tina Nguyen	User Story	20 m	20 m
Find images and visuals for game	Design Need	1 h	1 h
GameState Class	Technical Task	10 m	10 m
Marina Ra	User Story	20 m	20 m
Research Sprites for JavaFX	Spike	2 h	2 h
Setting up Git repository for Final Project	Technical Task	2 h	2 h
Updating AIECode (Sprint 1)	Documentation	4 h	4 h
Sprint 2 (15)		36 h	36 h
Creating BisonController	Technical Task	1 h	1 h
Design starting page	Design Need	1 h	1 h
Downloading and Uploading Bison Image	Design Need	1 h	1 h
Fixing the pathway to see visuals (Starting Page)	Bug	1 d	1 d
Lab 11 -- Scene builder (Thao)	Spike	3 h	3 h
Place comments on BisonView class	Documentation	4 h	4 h
Update UML Class Design	Technical Task	0	0
Updating Bison Class	Technical Task	4 h	4 h
Updating BisonController	Technical Task	4 h	4 h

Updating BisonMain	Technical Task	4 h	4 h
Updating BisonView	Technical Task	1 h	1 h
Updating FlappyBisonGame	Technical Task	1 h	1 h
Updating PipeObstacle	Technical Task	1 h	1 h
Updating the UML Class Design	Design Need	2 h	2 h
Updating User Class	Technical Task	1 h	1 h
Sprint 3 (7)		16 h	16 h
Designing main page on scene builder	Design Need	30 m	30 m
Event handling of start button	Technical Task	4 h, 30 m	4 h, 30 m
Getting the Bison to Move	Technical Task	4 h	4 h
Researching Git Hub resource (From Prof King)	Spike	2 h	2 h
Researching how to link a button to the controller	Spike	2 h	2 h
Resizing scene on window	Technical Task	1 h	1 h
Work on obstacles	Technical Task	2 h	2 h
Sprint 4 (19)		45 h, 45 m	45 h, 45 m
Adding music	Technical Task	4 h	4 h
Begin testing(Add points)	Technical Task	3 h	3 h
Calculating the points after passing obstacle	Technical Task	2 h	2 h
Cleaning up and reorganizing files	Documentation	4 h	4 h
Creating CRC Cards	Documentation	1 h	1 h
Creating end page	Design Need	2 h	2 h
Design Manual	Documentation	2 h, 30 m	2 h, 30 m
Displaying total points on endpage	Design Need	2 h	2 h
Fixing Point counter	Bug	3 h	3 h
Handling Collisions	Technical Task	4 h	4 h
Learning about User cases for User Manual	Spike	2 h	2 h

ReadMe.md	Documentation	2 h	2 h
Researching generating pipe obstacle	Spike	1 h	1 h
Testing Pipe Obstacle	Technical Task	2 h	2 h
Updating Pipe Obstacle Class	Design Need	2 h	2 h
User Case Diagram	Documentation	2 h	2 h
User Manual	Documentation	3 h, 15 m	3 h, 15 m
Work on restarting game after Bison falls	Technical Task	2 h	2 h
Working on Bison Flying	Bug	2 h	2 h
Backlog (9)		0	0
Create Classes in IntelliJ	Technical Task	0	0
Create Classes in IntelliJ	Design Need	0	0
Create Classes in IntelliJ	Design Need	0	0
Finish UML Diagrams	Design Need	0	0
Getting the START Button to Work	Technical Task	0	0
Relocating Files	Technical Task	0	0
Updating Bison Class	Technical Task	0	0
Updating JavaDoc	Documentation	0	0
User Class	Technical Task	0	0

## Daily Scrum

## Daily Scrum Notes

4/3

Angel

- Did: Created Git Repository Project Folder
- Doing: Planning outline for project description

- Challenges: Determining Theme of game design

## Aya

- Did: Worked on AIE code (Updating User personas)
- Doing: Planning outline for project description
- Challenges: Determining Theme of game design

## Marina

- Did: Worked on AIE code (Updating User personas)
- Doing: Planning outline for project description
- Challenges: Determining Theme of game design

## Thao

- Did: Updated work and Sprint information on AIE code
- Doing: Planning outline for project description
- Challenges: Determining Theme of game design

## 4/4

## Angel

- Did: Created template UML diagrams
- Doing: Creating instances and methods on UML class diagram
- Challenges: UML

## Aya

- Did: Joined Git Repository Project Folder
- Doing: Creating instances and methods on UML class diagram
- Challenges: UML classes

## Marina

- Did: Joined Git Repository Project Folder
- Doing: Creating instances and methods on UML class diagram
- Challenges: UML classes

## Thao

- Did: Joined Git Repository Project Folder



- Doing: Creating instances and methods on UML class diagram
- Challenges: UML classes

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Angel

- Did: Sent official project description
- Challenges: N/A

Aya

- Did: Worked on AIE code
- Challenges: N/A

Marina

- Did: Worked on AIE code
- Challenges: N/A

Thao

- Did: Worked on AIE code
- Challenges: N/A

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Angel

- Doing: Obstacle class

Aya

- Did: Researched Github examples of Flappy Bird
- Doing: Working on updating current classes

Marina

- Did: Researched Sprites
- Doing: Creating BisonSprite class
- Challenges: Implementing sprites

Thao

- Did: Researched Github examples of Flappy Bird
- Doing: Looking for images to use

4/7

## Angel

- Did: Updated AIE Daily Scrum notes
- Doing: Update client

## Aya

- Did: Work on Bison class
- Doing: Looking into obstacle class

## Marina

- Did: Created Bison Sprite and Bison View class
- Doing: BisonView class
- Challenges: Bison view

## Thao

- Doing: Class on Pipes
- Challenges: General array list

4/9

## Angel

- Did: Image upload, update AIECode
- Doing: Fixing BisonView

## Aya

- Did: Worked on Bison Class
- Doing: Working on Bison and PipeObstacles classes

## Marina

- Did: Fix Bison Class
- Doing: Figuring out BisonController

## Thao

- Did: Got background, made bison gif transparent
- Doing: Figuring out how to apply visual into classes

4/10

### In Class:

We asked the TAs for help on things we were stuck on:

- How to run the code and see it
- Are we heading in the right direction?
- Ask about how to do collision (bison bumps into pipes) We also updated AIECode and finished up the first Sprint. We began to prepare for the second Sprint.

4/11

We met up, and did research on how to get the Bison image to move, but we were having trouble.

4/12

### In Class:

We asked TAs for help on how to get the Bison image on the same pane as the starting screen and were able to do it. We ran into our next challenge, which was how to get the Bison moving with the control of a mouse click or space key press.

## Marina

- Did: Got the Bison to move up, but falls down and doesn't continue to move up when you click the mouse again
- Challenges: getting the Bison to continue moving, and controlling it with the space key. It only moves with the mouse click.

4/13

### In Class:

### Thao:

- Downloaded SceneBuilder, created a SceneBuilder object for the background and the

Bison image on the foreground