

Catlaga - Report 6

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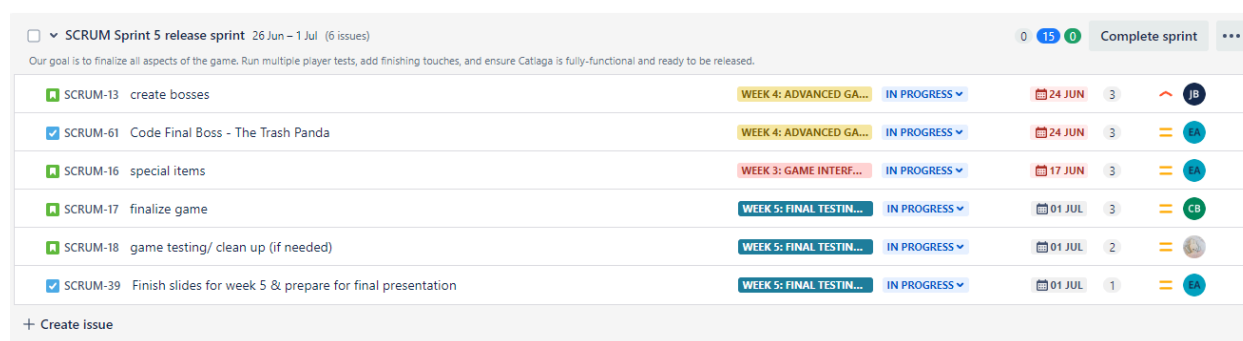
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Revision History

With the bare-bones version of *Catlaga* up and running, we've changed some details of the game. For example, the original game featured a top-down pixelated view as the main background. After experimenting with different backgrounds and colors, we created a simple, yet captivating city/ geometric background for the cat. We've also added the finalized sprites for the main sprite, and the shrimp sprites, and created the final sprites for the power-ups. Adding on, one of our largest games was no longer making *Catlaga* a multilevel game. Instead, we are focusing on a single stage in which the user continuously plays until they win by successfully deleting all of the enemies. Next, regarding our Jira, we will no longer be pushing any stories/ tasks from previous sprints to the next as we are reaching our release or our final sprint.

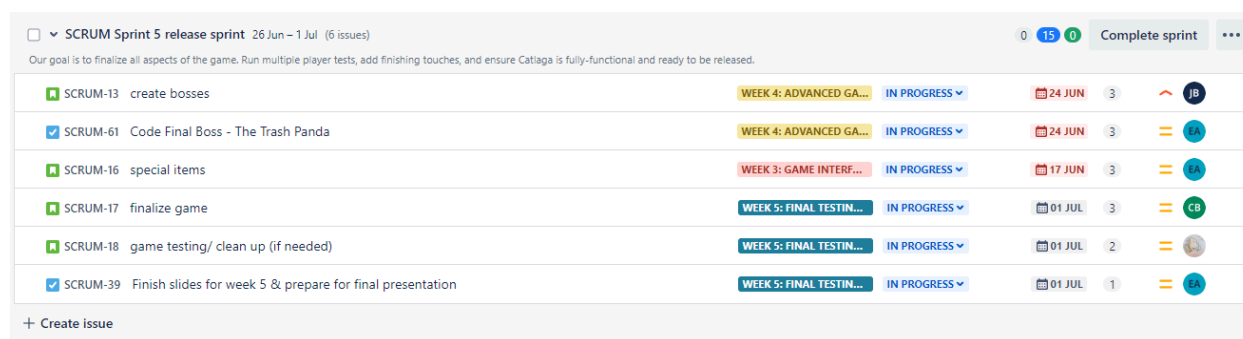
Sprint Plan



Task	Progress	Due Date	Assignee
SCRUM-13 create bosses	WEEK 4: ADVANCED GA... IN PROGRESS	24 JUN	JB
SCRUM-61 Code Final Boss - The Trash Panda	WEEK 4: ADVANCED GA... IN PROGRESS	24 JUN	EA
SCRUM-16 special items	WEEK 3: GAME INTERF... IN PROGRESS	17 JUN	EA
SCRUM-17 finalize game	WEEK 5: FINAL TESTIN... IN PROGRESS	01 JUL	CB
SCRUM-18 game testing/ clean up (if needed)	WEEK 5: FINAL TESTIN... IN PROGRESS	01 JUL	EA
SCRUM-39 Finish slides for week 5 & prepare for final presentation	WEEK 5: FINAL TESTIN... IN PROGRESS	01 JUL	EA

Above is a screenshot of this week's sprint, a one week interval taking place from June 26th to July 1st. This week's sprint focuses largely on preparing for the release of *Catlaga*, cleaning up the game, and adding in any last touches. Our highest priority is to ensure *Catlaga* is fully-functional and all the attributes we wanted are correctly implemented.

A. Sprint Planning Inputs









Task	Progress	Due Date	Assignee
SCRUM-13 create bosses	WEEK 4: ADVANCED GA... IN PROGRESS	24 JUN	JB
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SCRUM-39 Finish slides for week 5 & prepare for final presentation	WEEK 5: FINAL TESTIN... IN PROGRESS	01 JUL	EA

Above is a picture of our backlog for the current sprint. In creating this week's sprint, we've considered our team capacity/velocity. As a group of five, we can accomplish more than a singular person, but still less than a full-scale developer team. Additionally, we need to consider our team velocity. We are all fairly new to game development so we need to be mindful of the difficulties we'll be encountering regarding combining game files and adding certain game

aspects using an unfamiliar programming language. Regarding our team velocity, we're on pace to complete our game. We are not going too fast nor too slow, just according to prediction.

Adding on, we've also considered our team capabilities and time constraints. Last week, we weren't able to finish coding in a boss and at the last minute, we needed to change our sprites. As such, the sprint we design cannot be too much more than we can handle. Next, we are approaching the end of the project and so we need to consider our time constraints. This sprint, the majority of our stories should be focusing on finishing up the game.

B. Sprint Planning

 SCRUM-13	create bosses	
 SCRUM-61	Code Final Boss - The Trash Panda	
 SCRUM-16	special items	
 SCRUM-17	finalize game	
 SCRUM-18	game testing/ clean up (if needed)	
 SCRUM-39	Finish slides for week 5 & prepare for final presentation	Original estimate 3d

finalize game



In Progress ⚡ Actions

Original estimate 2d

Start date Jun 25, 2024

Due date Jul 01, 2024

Priority Medium

Description

finalize and polish any issues or errors in the game

Story point estimate 3

Sprint name *

SCRUM Sprint 5 release sprint

Start date *

6/26/2024 12:16 AM

End date *

7/1/2024 12:00 AM

Sprint goal

Our goal is to finalize all aspects of the game. Run multiple player tests, add finishing touches, and ensure Catlaga is fully-functional and ready to be released.

EA JB J JB EA CB EA J 01 JUL

Attached above display the specifics of our current sprint. This week's sprint goal is to “finalize all aspects of the game. Run multiple player tests, add finishing touches, and ensure Catlaga is fully-functional and ready to be released.” Above are all the stories needed to make this possible as well as the stories from the previous sprint that were moved. Each goal and task has an estimate in days/hours, a start/end date, and a story point estimate. This week our ‘done’ criteria is similar to the last- with ‘done’ being fully-functional, clean, and well-done.

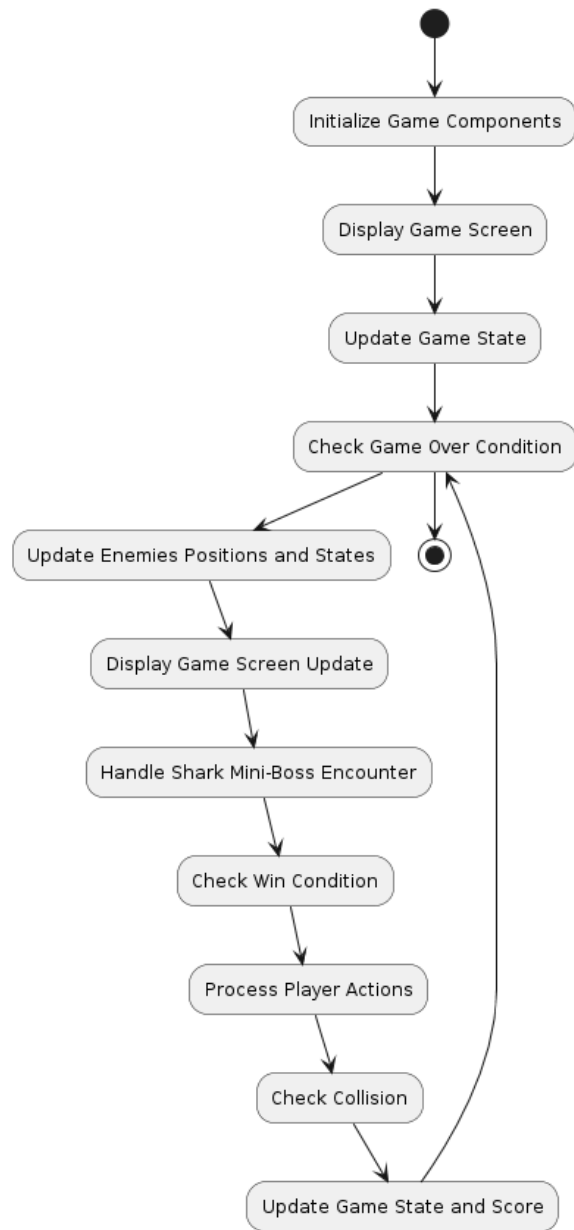
C. Sprint Planning Outputs

Based on our sprint goal to “finalize all aspects of the game. Run multiple player tests, add finishing touches, and ensure Catlaga is fully-functional and ready to be released.” For our outputs, we’d like to see the game come together as we prepare for its release. Adding on, each task/story is listed in order or priority from highest to lowest. A story point estimate is included, reflective of the difficulty level and time consumed of each story/task.

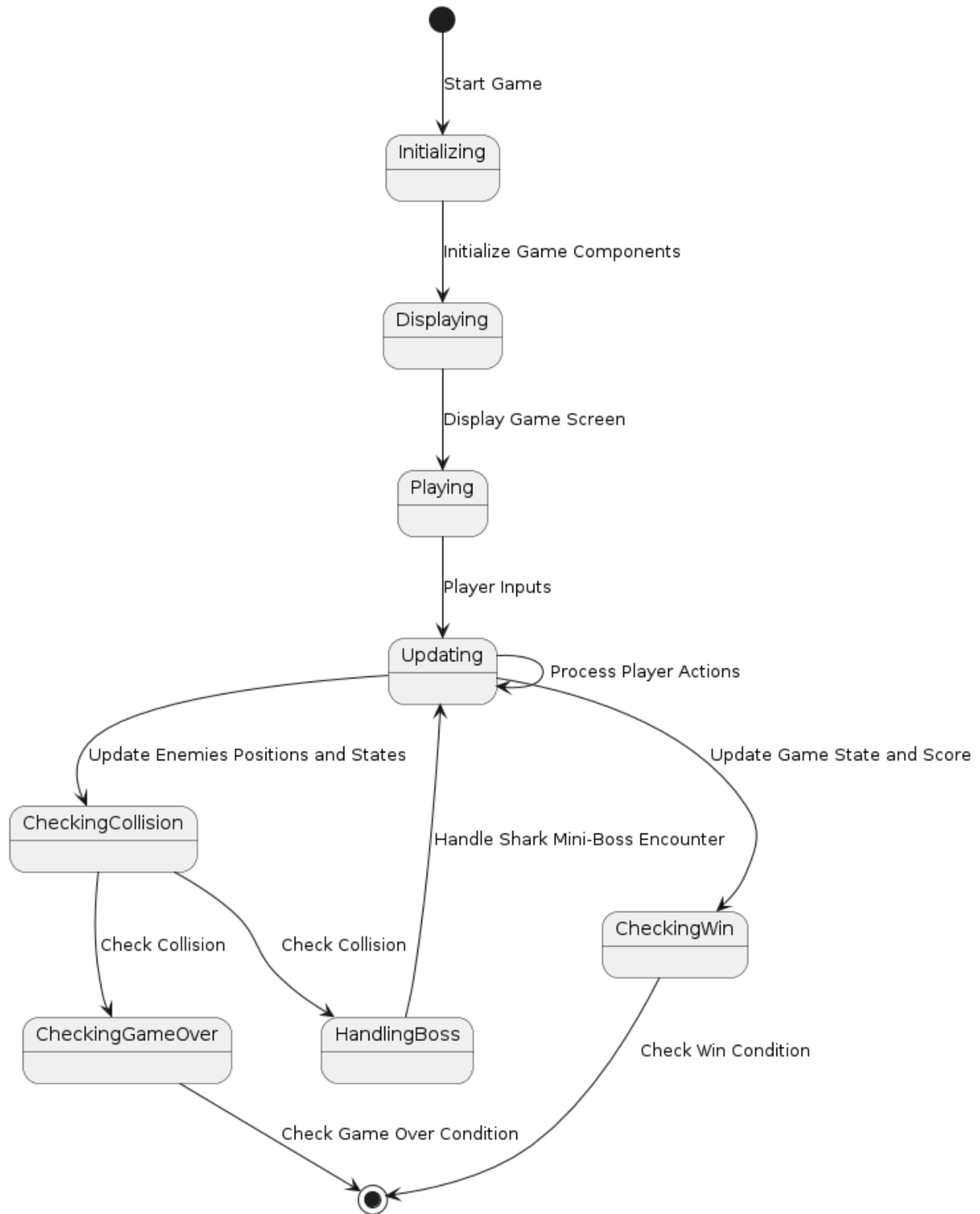
- SCRUM-13 create bosses
- ✓ SCRUM-61 Code Final Boss - The Trash Panda
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2. Sprint Execution

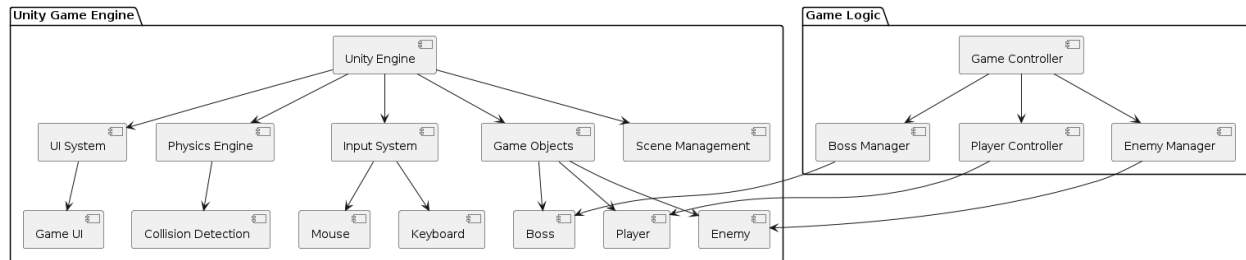
Activity Diagram



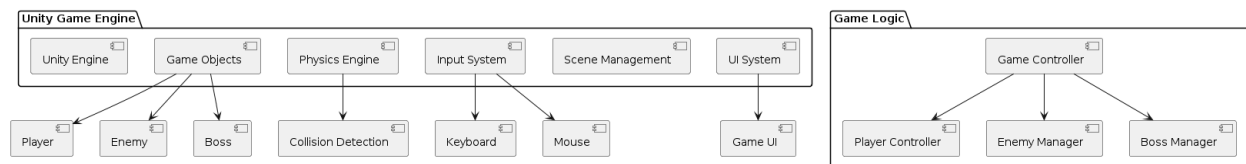
State Diagram



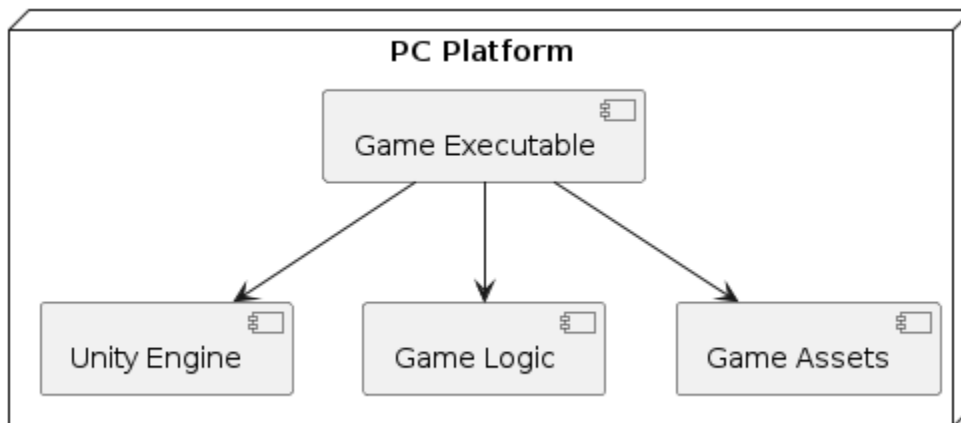
Component diagram



Package Diagram



Deployment Diagram



3. Sprint Review

We presented our accomplishments and started on next sprint's tasks. Feedback from our professor led to adjusting our UML diagram to include subsystems. We began implementing special movements for enemies and bosses, and updated the designs for enemy sprites, power-up icons, and debuff icons. Unfinished low-priority tasks were moved to the next sprint.

4. Sprint Retrospective

Our past sprint was successful. Over its course, we completed merging all of our game files and screens. We finished designing all of the cards needed-like the home screen, pause screen, and game over screen. Each of these scenes were implemented into *Catlaga* over the

course of our sprint. Adding on, we've also implemented the final designs for sprites and our backgrounds. Our biggest challenge was combining all of our work into one project but we were able to do so. In order to improve, it would be beneficial if our team could meet more or more closely communicate with one another. Regardless, our past sprint went well and we are proud of our work.

4 B. Agile Scope Management with Agile Artifacts

(1) Scope Change -

Based on the management of our team's last sprints the overall scope of the project hasn't changed much besides finalization changes and minor timeline overlap with the week priors sprint

(2) scrum team manages scope in different ways-

Due to the team diligently following the project road map the scope changes follow the planned roadmap of what the team will choose to focus on during each sprint.

Project roadmap:



(3) stakeholders can suggest a new product feature-

There have been a number of new features that have been added to the project thanks to the suggestions of stakeholders such as a score counter, overall aesthetics of the project, and enemy mechanics

(4) evaluate and prioritize the requirements and update the product backlog-

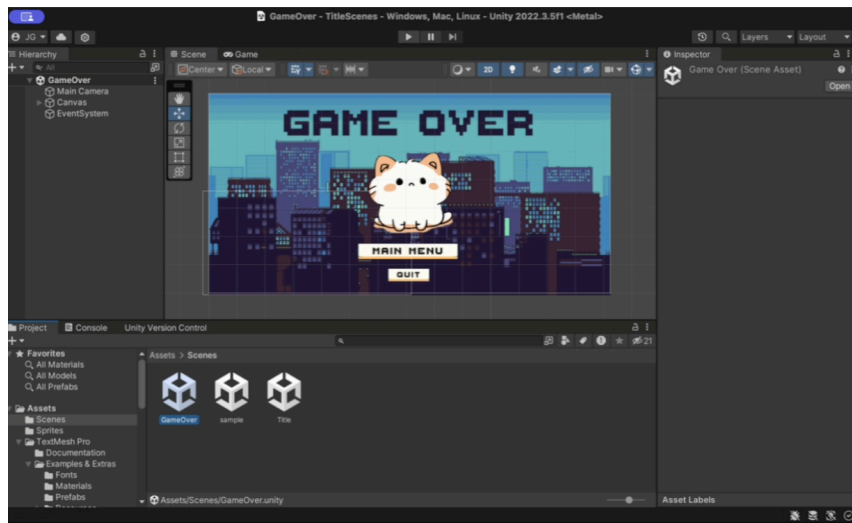
Any new requirements to the project would be added to the sprint if it is a mechanics requirement beyond that, it will be prioritized to the release of the game if the requirement will affect the overall quality of the project.

Daily Meeting Minutes

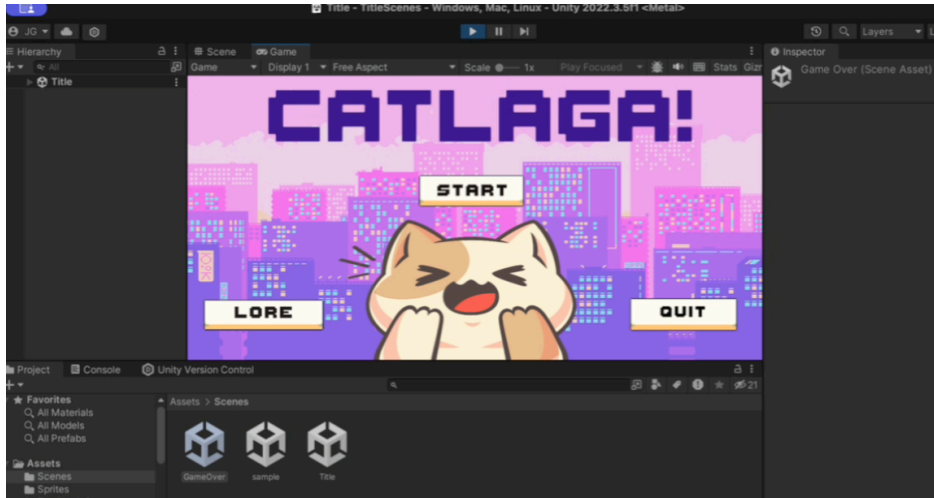
6/24	No team meeting. (Midterm)
6/25	No team meeting (Presentations)
6/26	Continue working on reports and presentations.
6/27	Continue working on deliverables and review agile scope management.

Image Updates

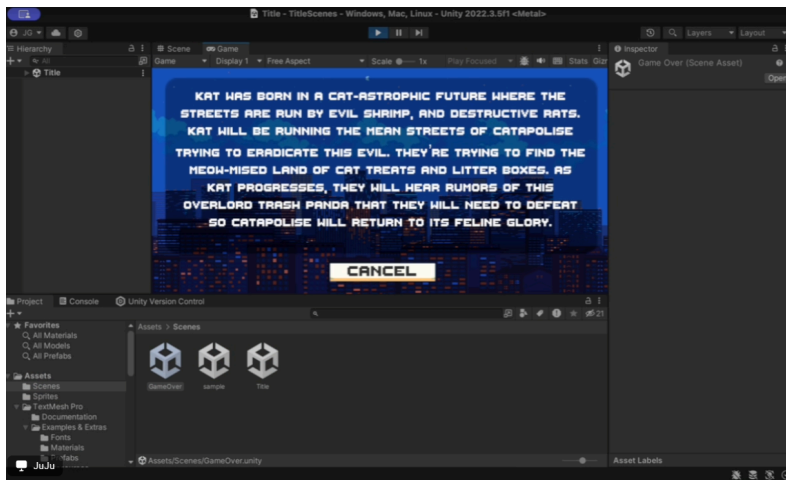
Game Over Screen



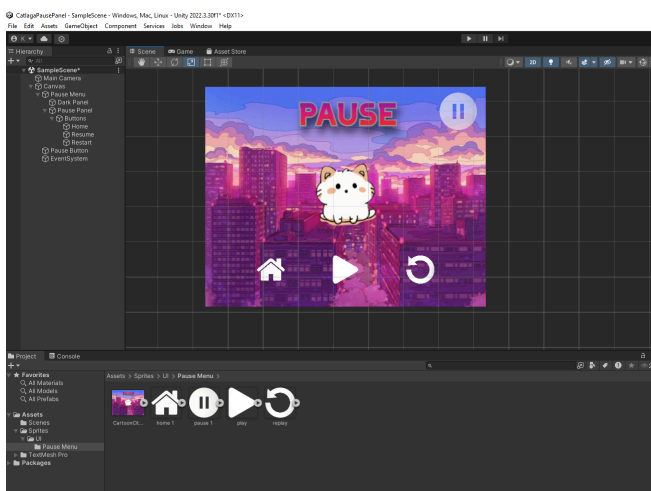
Start Screen



Story Screen



Pause Screen



Gameplay Screenshot

