Catlaga

Week 4

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1. Sprint Plan

A. Sprint Planning Inputs

Backlog

Each week we consider our backlog when planning our sprints. We include multiple stories and tasks and to accomplish our goal.

SCRUM-58	Code Enemy - Shrimp	EA
SCRUM-59	Code Enemy - Mouse	JB
SCRUM-14	create stages	J
SCRUM-13	create bosses	JB
SCRUM-61	Code Final Boss - The Trash Panda	EA
SCRUM-32	give enemies health	CB
SCRUM-16	special items	EA
SCRUM-38	Finish slides for week 4 presentation	J

Team Capacity/Velocity

As a team of five, we can accomplish much more than one person. Our sprint needs to be suitable for multiple people, but we also need to account for how fast our team works- or our team velocity.

A. Sprint Planning Inputs

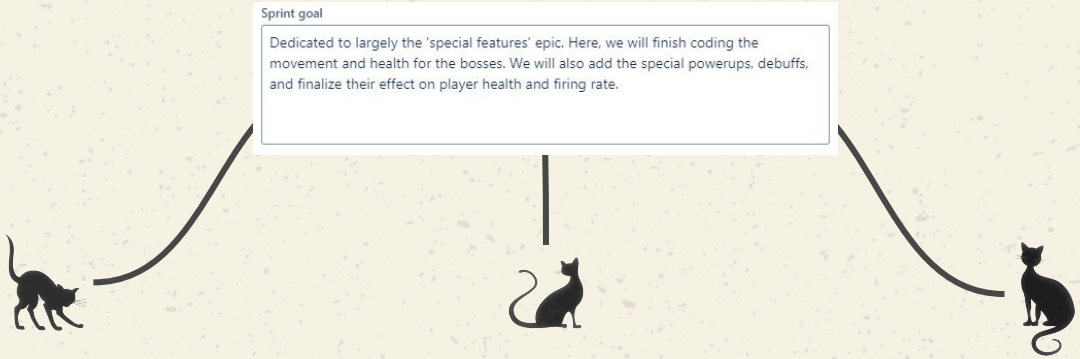
Team Capabilities

In designing our sprints, we need to be aware of our team's capabilities. Last week, we were unable to finish some tasks but got the highest priority ones done. Our sprints must reflect the work we are capable of.

Constraints

Although we are a team, one of our biggest constraints is time. We cannot pack too many stories/tasks into one sprint because we may not be able to accomplish everything in time.

B. Sprint Planning



Sprint Goal

Dedicated to largely the 'special features' epic. Here, we will finish coding the movement and health for the bosses. We will also add the special power ups, debuffs, and finalize their effect on player health and firing rate.

User Stories

User stories are created to help accomplish the sprint's goal.

Estimates

Each task/story has an estimate of how long it'll take to accomplish (in days/hours).

B. Sprint Planning

Sprint Planning

Acceptance Criteria

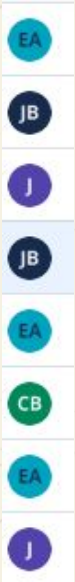
The work submitted must be neat, fully-functional, and in-line with our goals.

Tasks

Tasks are short issues associated with stories and are needed to accomplish the sprint goal.

Task Assignments

Each task/story is assigned to a specific developer.



C. Sprint Planning Outputs

Sprint Goal

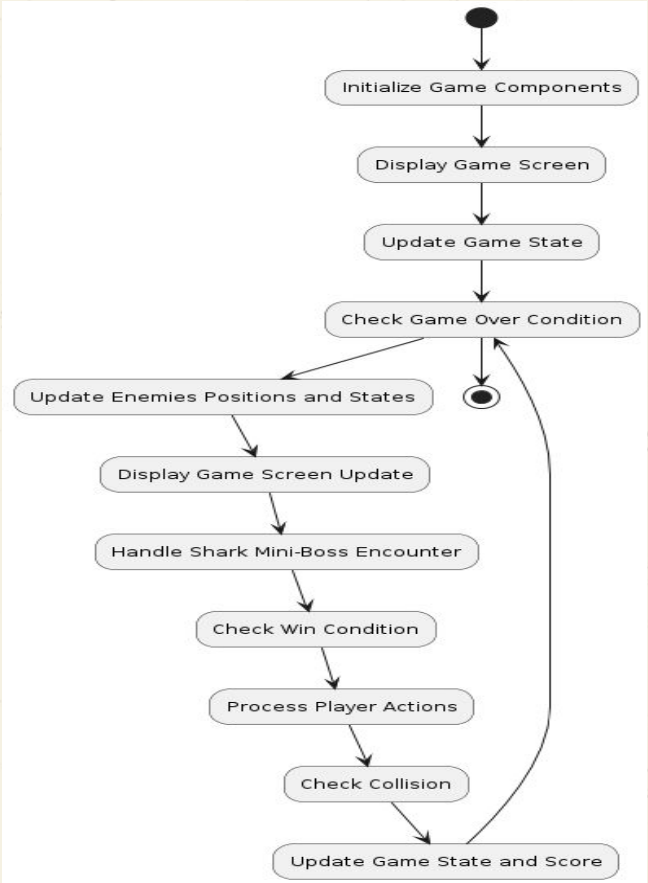
We've decided on this week's sprint goal: "Dedicated to largely the 'special features' epic. Here, we will finish coding the movement and health for the bosses. We will also add the special power ups, debuffs, and finalize their effect on player health and firing rate."

Sprint Backlog

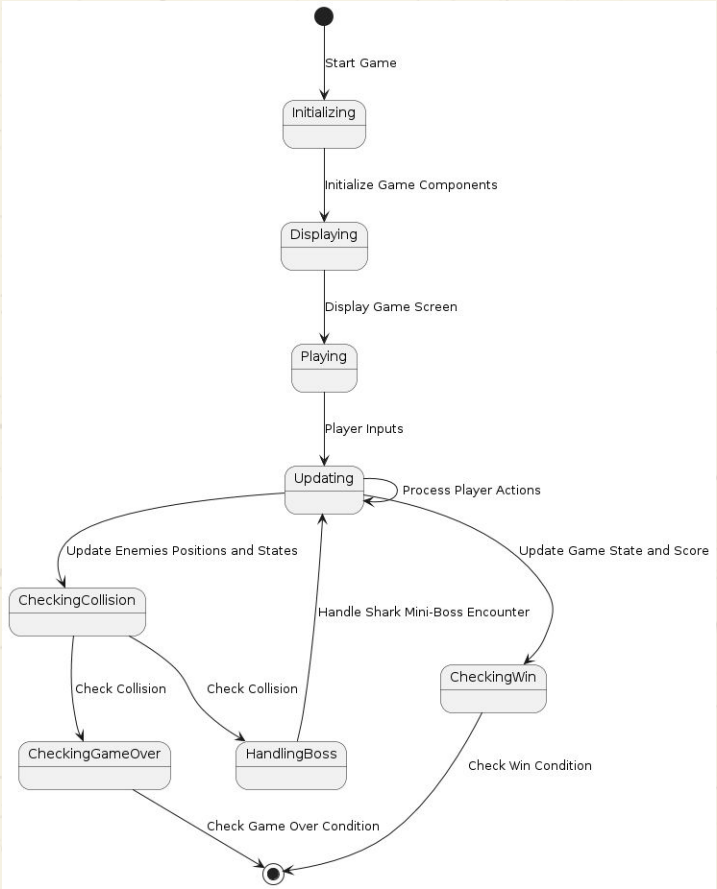
Consists of a priority list of stories/tasks, a description, a time estimate in hours/days, and a story point estimate to rate difficulty level.

2. Sprint Execution

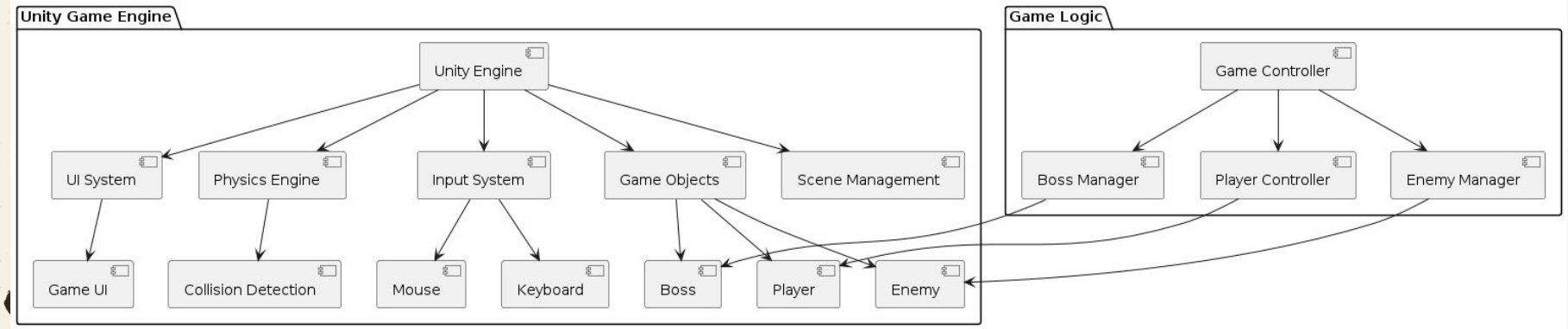
Activity Diagram



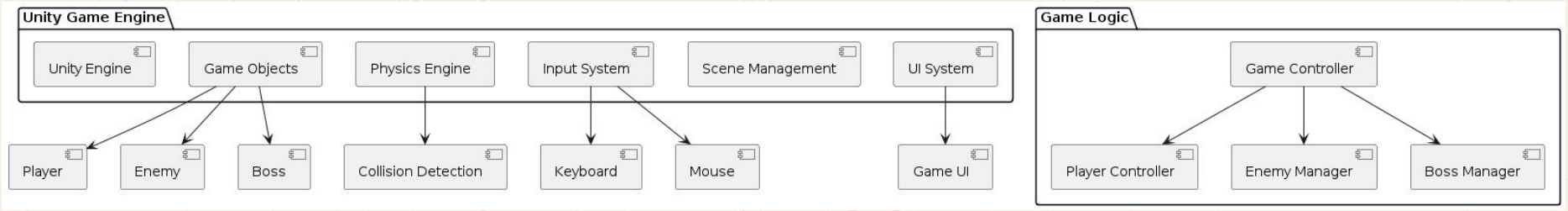
State Diagram



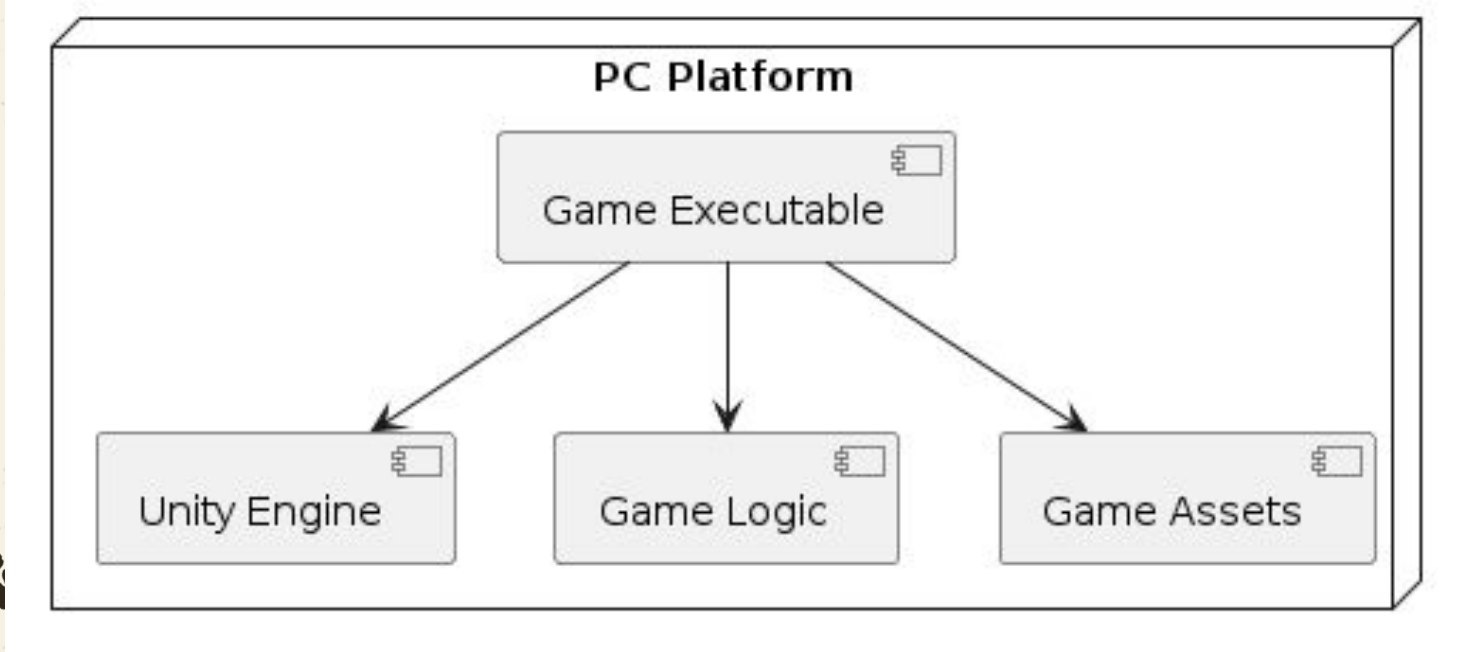
Component Diagram



Package Diagram



Deployment Diagram



3.Sprint Review

Sprint Review

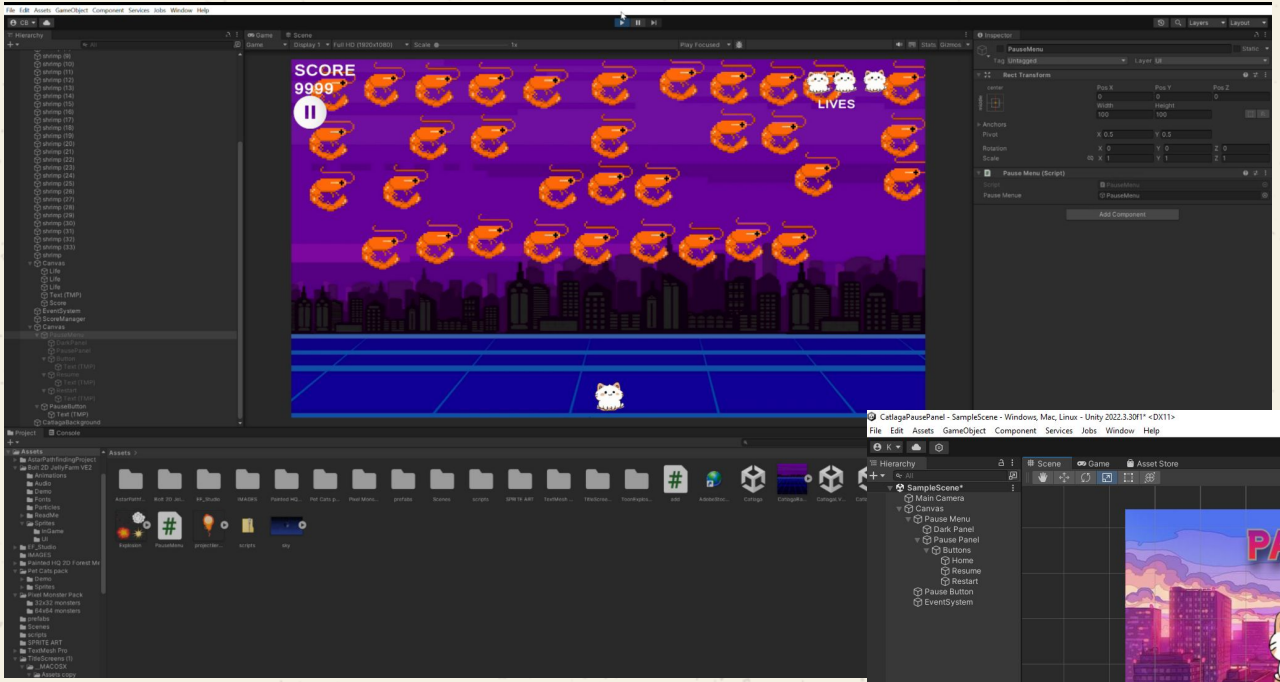
Upon completing this past week's sprint, we presented what we accomplished and began working on the tasks/stories for the next sprint. We gathered feedback from our professor and made the necessary adjustments- like fixing our system level UML diagram to include subsystems of one system, rather than four separate systems. Since then, we've begun working on the special movement for enemies and bosses. We've also found inspiration for the sprite designs of enemies, powerup icons, and debuff icons. Looking at our past sprint, we've decided to push the tasks/stories we could not finish to the next sprint. Such tasks/stories had the lowest level of priority and so we decided that we will be working on them last.

4.Sprint Retrospective

Sprint Retrospective

Our past sprint was moderately successful. We have the entirety of Catlaga's basic mechanics down- movement along the x-axis and shooting projectiles at enemies. We also accomplished creating the majority of the screens and cards needed for the game- like the home screen, pause screen, and game over screen. This past week, our largest issue was combining all of our game files. It's been difficult transferring files to and from each other. We've switched from using Unity's "assigned seats" feature to using a shared Github repository, but it's difficult to download everyone's files and incorporate them into one working product. In order to do better for the next sprint, we'll have to get used to sharing files with Github and take the time to share the files piece by piece. It would also be beneficial if the Catlaga team could meet more, especially since the team's level of communication had decreased since the first week. Regardless, we are able to work together and are making sufficient progress each sprint. We will try to implement these changes to do better next sprint.

5.Images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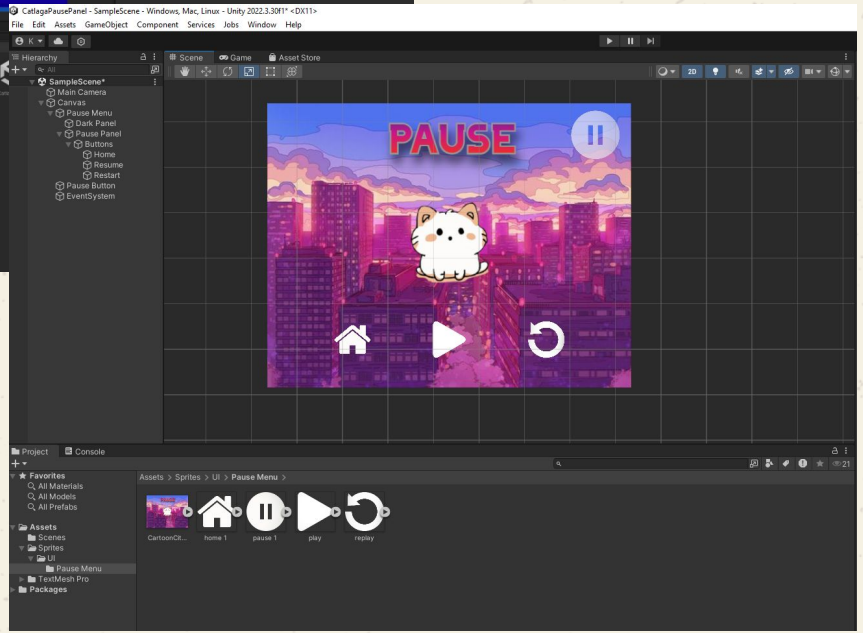
PAUSE

Thank You!

Questions?