

Catlaga - Report 5

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Revision History

Since our last revision of *Catlaga*, we've changed a bit about how the game will look like. For example, we've changed the idea for the background. Previously, one of our developers created a top-down cityscape as our main background. However, since revising, we've decided to create a cityscape that follows the color scheme of our home page. We are looking into more animated, colorful options or even a street background. Regarding our UML diagrams, we've decided to edit our system-level diagrams. The systems on the right of the original diagram will be condensed into one diagram- just broken down into multiple subsystems.

Sprint Plan

SCRUM Sprint 4

17 Jun – 24 Jun

(8 issues)

0

13

0

Complete sprint

...

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 powerups, debuffs, and finalize their effect on player health and firing rate.

<input checked="" type="checkbox"/>	SCRUM-58	Code Enemy - Shrimp	WEEK 2: BASIC GAMEP...	IN PROGRESS	10 JUN	1		
<input checked="" type="checkbox"/>	SCRUM-59	Code Enemy - Mouse	WEEK 2: BASIC GAMEP...	IN PROGRESS	10 JUN	1		
<input type="checkbox"/>	SCRUM-14	create stages	WEEK 3: GAME INTERF...	IN PROGRESS	17 JUN	2		
<input type="checkbox"/>	SCRUM-13	create bosses	WEEK 4: ADVANCED GA...	IN PROGRESS	24 JUN	3		
<input checked="" type="checkbox"/>	SCRUM-61	Code Final Boss - The Trash Panda	WEEK 4: ADVANCED GA...	IN PROGRESS	24 JUN	-		
<input type="checkbox"/>	SCRUM-32	give enemies health	WEEK 3: GAME INTERF...	IN PROGRESS	17 JUN	2		
<input type="checkbox"/>	SCRUM-16	special items	WEEK 3: GAME INTERF...	IN PROGRESS	17 JUN	3		
<input checked="" type="checkbox"/>	SCRUM-38	Finish slides for week 4 presentation	WEEK 4: ADVANCED GA...	IN PROGRESS	24 JUN	1		

+ Create issue

Above is a screenshot of this week's sprint, a one week interval taking place from June 17th to June 24th. This week's sprint focuses largely on 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.

A. Sprint Planning Inputs

Projects / Catloga

Backlog

Avatar 1

Avatar 2

Avatar 3

Avatar 4

Avatar 5

Avatar 6

Epic ▾

Type ▾

Insights

View settings

0

21

2

Start sprint

...

Epic ▾

×

Issues without epic

Week 1: Project Setup

Week 2: Basic Gameplay Development

Week 3: Game Interface and Interactions

Week 4: Advanced Gameplay Elements

Week 5: Final Testing and Polishing

+ Create epic

▼

SCRUM Sprint 3

10 Jun - 17 Jun (12 issues)

Finish player health, enemy health, death effects, regeneration effects, create stages and title cards, more hitboxes, and finish reports & presentation.

<input checked="" type="checkbox"/>	SCRUM-58	Code Enemy - Shrimp	WEEK 2: BASIC GAMEP...	IN PROGRESS ▾	10 JUN	1	⏏	Avatar 1
<input checked="" type="checkbox"/>	SCRUM-59	Code Enemy - Mouse	WEEK 2: BASIC GAMEP...	IN PROGRESS ▾	10 JUN	1	⏏	Avatar 2
<input checked="" type="checkbox"/>	SCRUM-60	Code Enemy - Pickle	WEEK 2: BASIC GAMEP...	IN PROGRESS ▾	10 JUN	1	⏏	Avatar 3
<input checked="" type="checkbox"/>	SCRUM-14	create stages	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	2	⏏	Avatar 4
<input checked="" type="checkbox"/>	SCRUM-15	stage title cards	WEEK 3: GAME INTER...	DONE ▾	17 JUN	2	⏏	Avatar 4
<input checked="" type="checkbox"/>	SCRUM-12	give player health	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	2	⏏	Avatar 1
<input checked="" type="checkbox"/>	SCRUM-32	give enemies health	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	2	⏏	Avatar 2
<input checked="" type="checkbox"/>	SCRUM-28	create viewable health bar	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	2	⏏	Avatar 1
<input checked="" type="checkbox"/>	SCRUM-11	code enemy death/ regeneration	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	3	⏏	Avatar 2
<input checked="" type="checkbox"/>	SCRUM-10	code hit effects/ player death	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	3	⏏	Avatar 2
<input checked="" type="checkbox"/>	SCRUM-16	special items	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	3	⏏	Avatar 1
<input checked="" type="checkbox"/>	SCRUM-37	Finish slides for week 3 presentation	WEEK 3: GAME INTER...	IN PROGRESS ▾	17 JUN	1	⏏	Avatar 2

+ Create issue

Above is a screenshot of our backlog for our current sprint. To create this week's sprint, we've considered our team's capacity/velocity. As four people, we understand that we can take on more work than a single person, though not as much as a full-scale developer team. As such, we need to make sure to develop a sprint plan tailored to accomplishing as much as possible given our team capacity. Since this past week, we were unable to complete some stories and tasks, we will put more focus into accomplishing tasks with a higher priority level. We have a much larger focus on functionality at the moment, rather than design. Adding on, regarding our team velocity, we are doing as expected. We are not progressing crazily fast, nor are we really falling behind. In creating sprint four, we will design the tasks/stories to be reflective of the work we accomplished and the tasks we couldn't complete in the last sprint.

As such, we've also considered our team capabilities and time constraints. Last week, we were able to accomplish enemy movement and the basic mechanics of the game. We also finished the majority of the game screens needed like pause screens, title screens, and home screens. The next sprint we create is designed to reflect this past week's accomplishments and our confidence in our ability to use Unity.

B. Sprint Planning

The screenshot displays a Jira backlog for a sprint. On the left, a list of tasks is shown, each with a checkbox and an icon. The tasks are:

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

On the right, a detailed view of the 'create bosses' task (SCRUM-13) is shown. It includes the following information:

- Original estimate:** 3d
- Status:** In Progress
- Start date:** Jun 18, 2024
- Due date:** Jun 24, 2024
- Priority:** High
- Description:** Create and code the Bosses
- Story point estimate:** 3

Edit sprint: SCRUM Sprint 4

Required fields are marked with an asterisk *

Sprint name*

Start date*

End date*

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 powerups, debuffs, and finalize their effect on player health and firing rate.

EA

JB

J

JB

EA

CB

EA

J

24 JUN

The attached screenshots highlight the specifics of our current sprint. After discussing, we've finalized this week's sprint goal as being, "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, and debuffs, and finalize their effect on player health and firing rate." Listed above are the stories and tasks needed to reach the goal. Each goal and task also has an estimate, in days or hours. A start and end date are also featured, with this sprint's start date being June 17th and the end date being June 24th. For this sprint, we will build off of last week's criteria. 'Done' is defined as something fully functional, neat, and in line with the week's sprint goals. Work will be accepted if it is well-done, clean, and something our team would be proud to present.

C. Sprint Planning Outputs

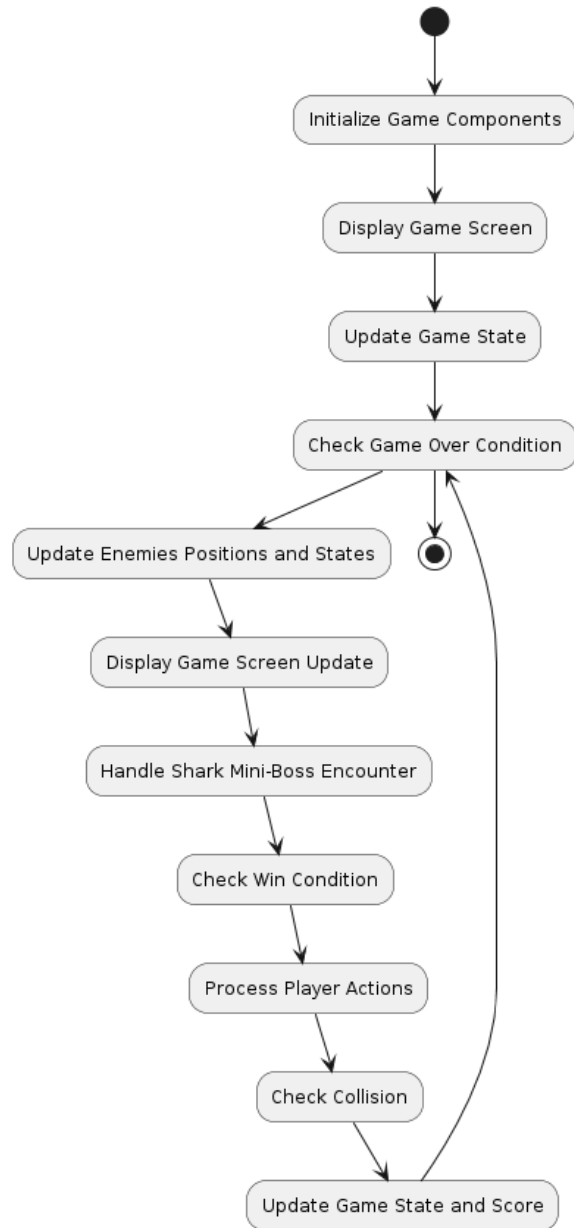
Based on our sprint goal being, "Dedicated to largely the 'special features' epic. Here, we will finish coding the movement and health for the bosses. We will also add the special power-ups, and debuffs, and finalize their effect on player health and firing rate," we added a list of user stories and tasks. Each task and story has a level of priority- from lowest to absolute highest. There is also a story point estimate associated with each story and task. The story point is reflective of how

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

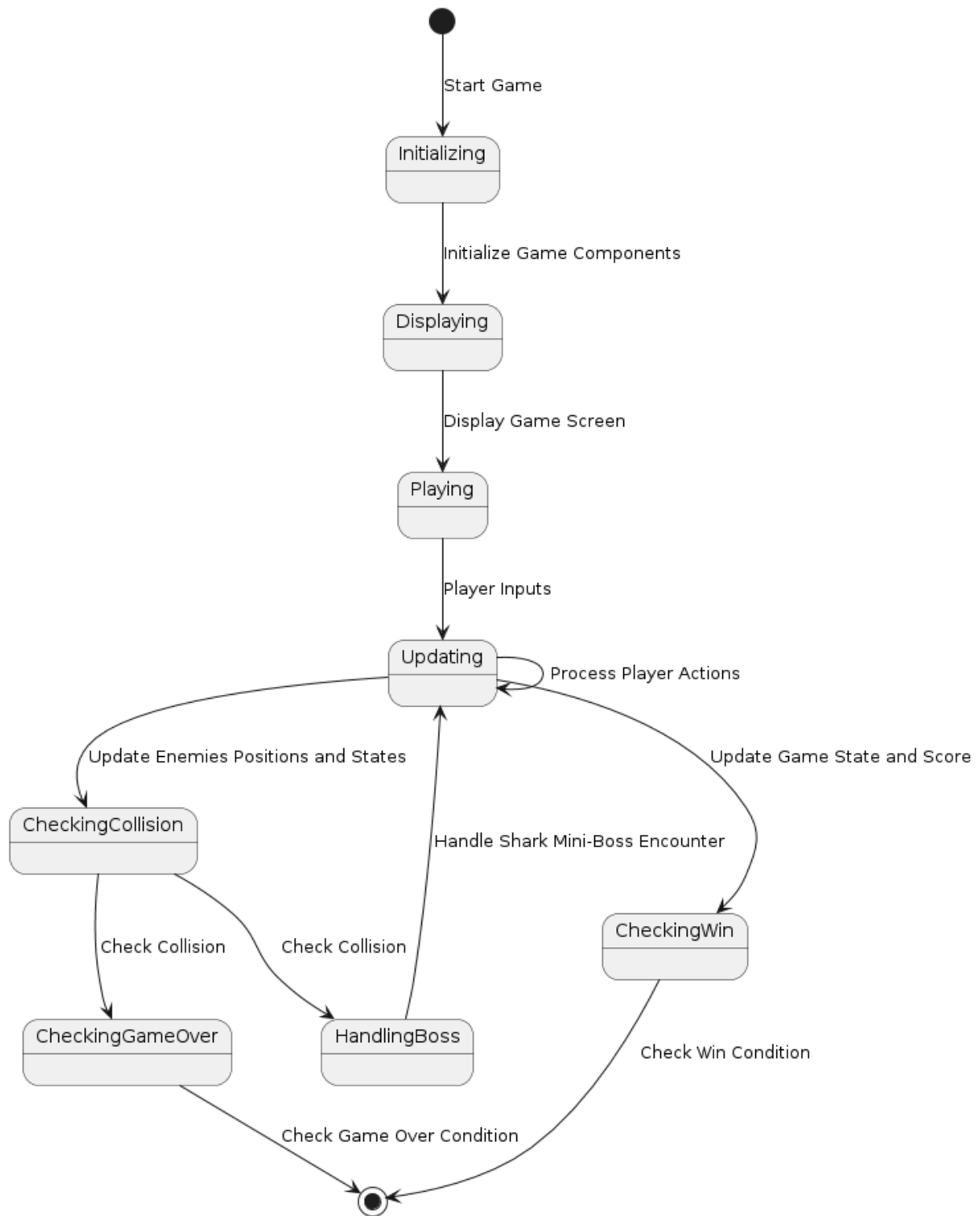
difficult and time-consuming the task/story is expected to be.

2. *Sprint Execution*

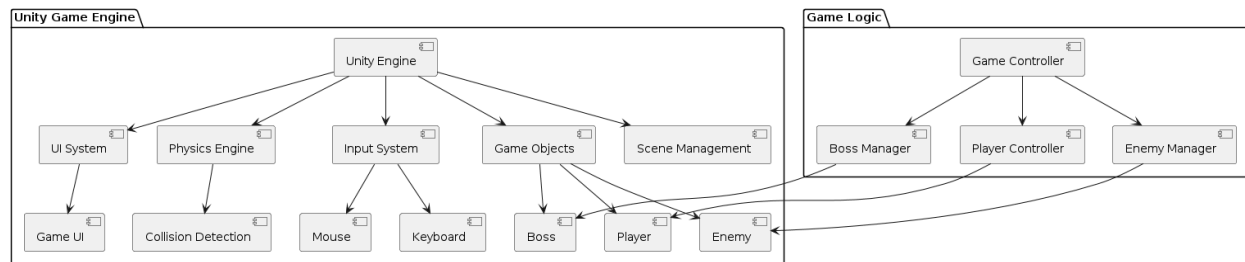
Activity Diagram



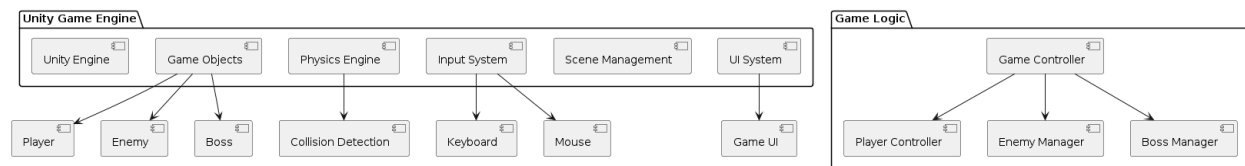
State Diagram



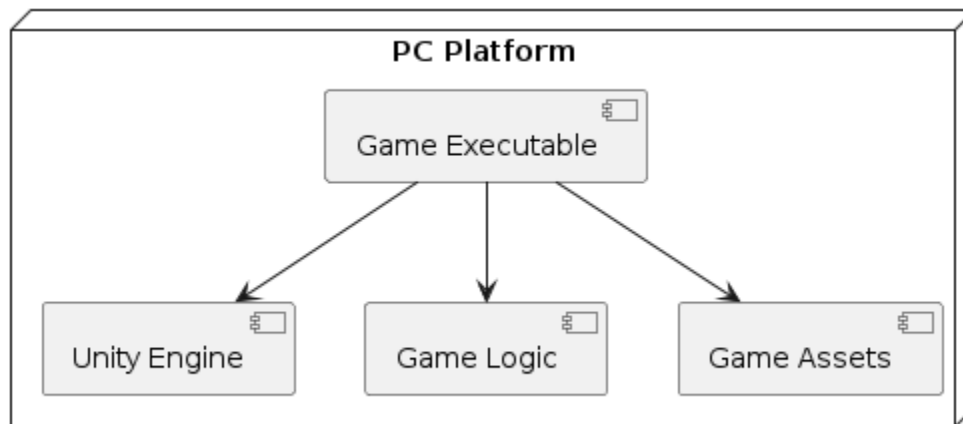
Component diagram



Package Diagram



Deployment Diagram



3. 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 so we decided that we would be working on them last.

4. Sprint Retrospective

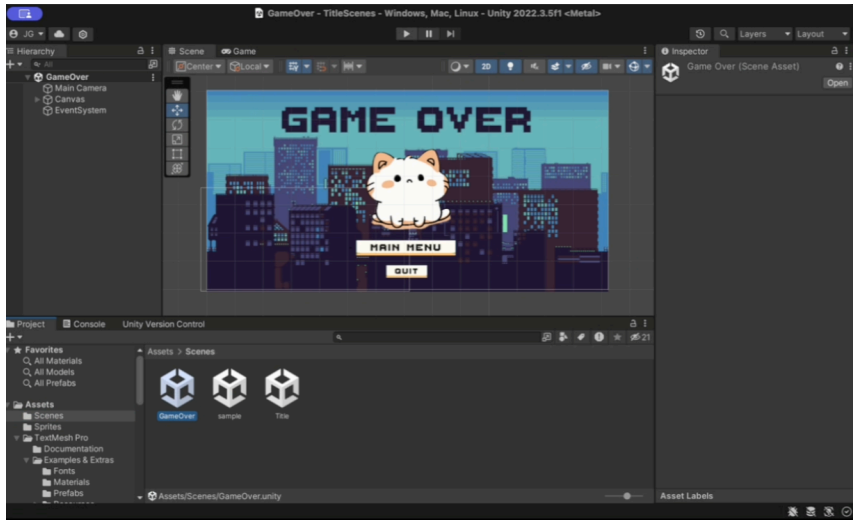
Our past sprint was moderately successful. We have the entirety of *Catlaga*'s basic mechanics down- movement along the x-axis and shooting projectiles at enemies. We also accomplished creating the majority of the screens and cards needed for the game- like the home screen, pause screen, and game over 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.

Daily Meeting Minutes

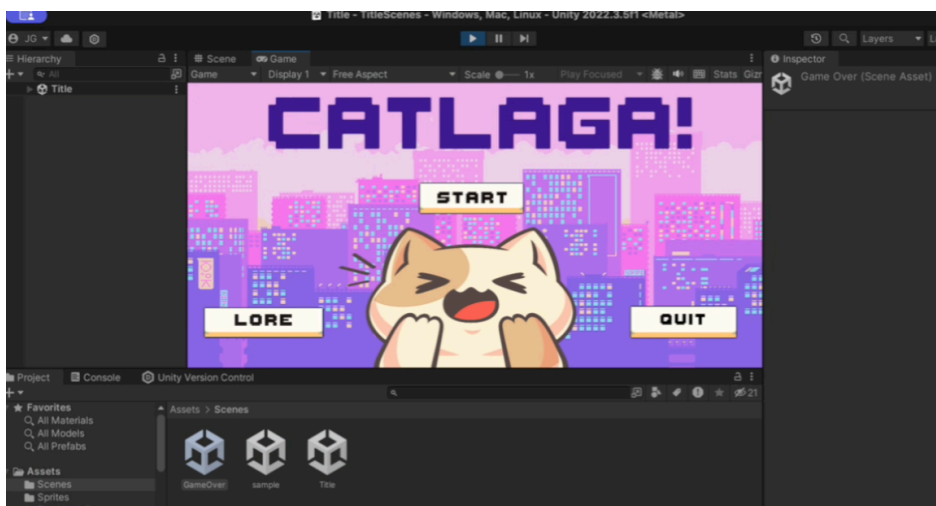
6/17	No team meeting.
6/18	Update our Jira together, plan a date to sit down and combine all of our Github files together
6/19	No team meeting (Holiday)
6/20	

Image Updates

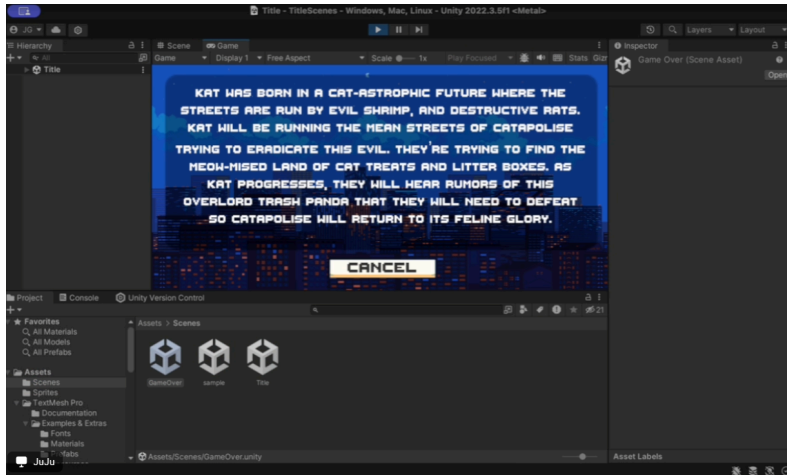
Game Over Screen



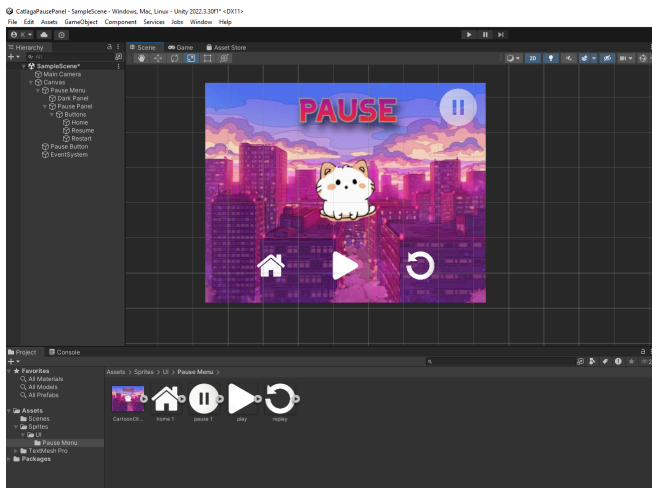
Start Screen



Story Screen



Pause Screen



Gameplay Screenshot

