Catlaga - Report 3

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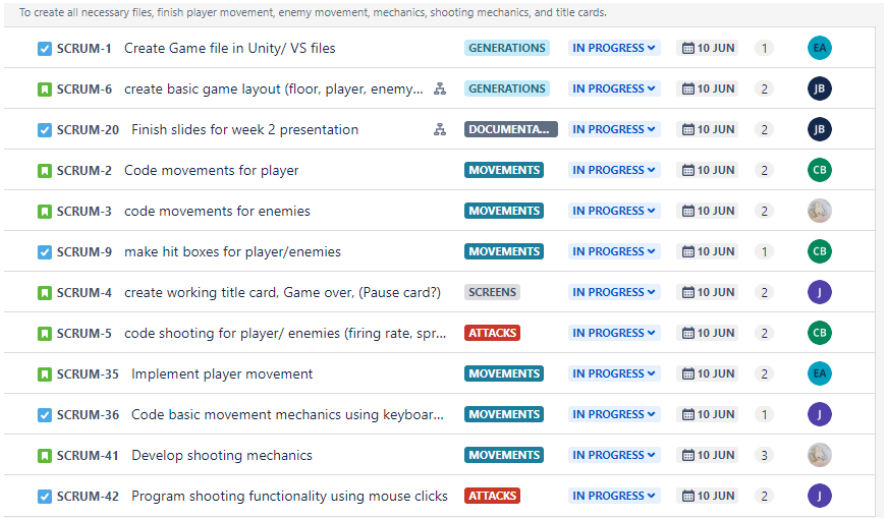
Revision History

As we've worked on *Catlaga*, we've needed to revise a few things- be it game concepts, stories/tasks, or certain things on our schedule. This past week, we initially wanted to focus on movement, shooting mechanics, creating the necessary hitboxes, and overall making sure we were all comfortable with Unity. While we are currently making progress throughout these goals, we also decided that we also have enough time to work on a working title card/screen. Since then, this story has been assigned and is expected to finish within two days of Sprint 2.

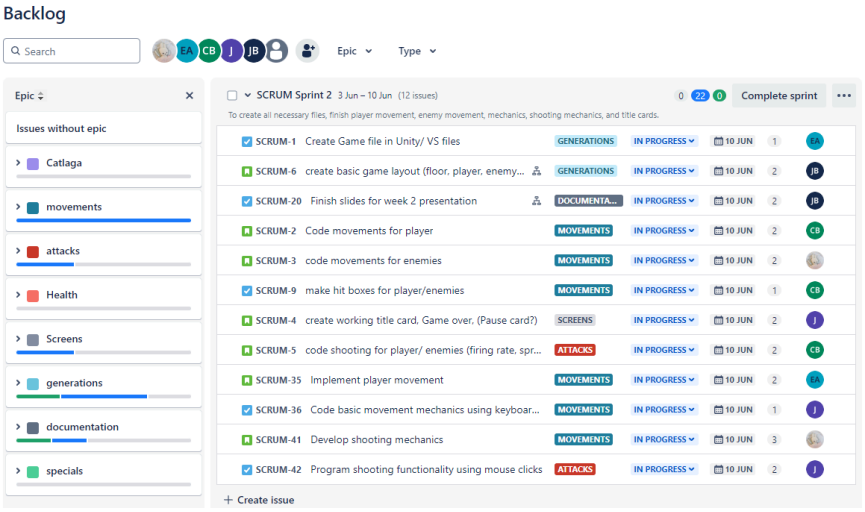
Adding on, we've also transitioned from using Unity's multiple seats feature to Github. Previously, we were planning on using a feature on Unity that allows multiple people to work on the same project. However, this feature would only allow three separate accounts to work on the project. As a five-member team, this was suboptimal and sharing accounts was too inconvenient. Thus, we made the transition to Github instead. With a shared repository, our developers can upload their code to Github and we can all review it before pushing it to the final project on Unity. Only one person would need to upload the files to Unity, eliminating the need for the multiple seat's feature.

Sprint Plan



Above is a screenshot of this week's sprint, a one week interval taking place from June 3rd to June 10th. This sprint has a large focus on creating necessary files, fixing movement, basic mechanics, shooting mechanics via mouse, hitboxes, and title screens/cards.

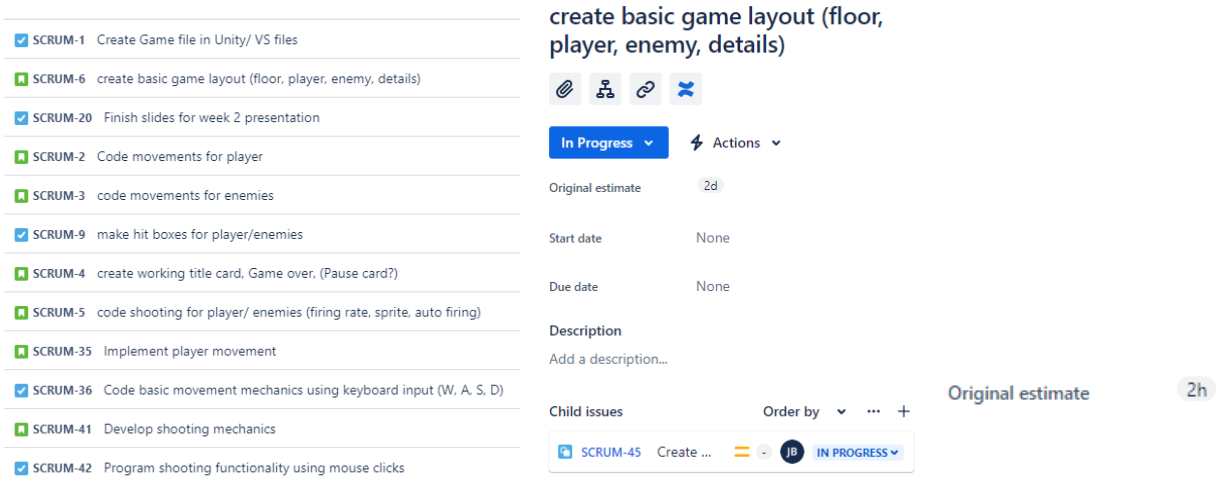
A. Sprint Planning Inputs

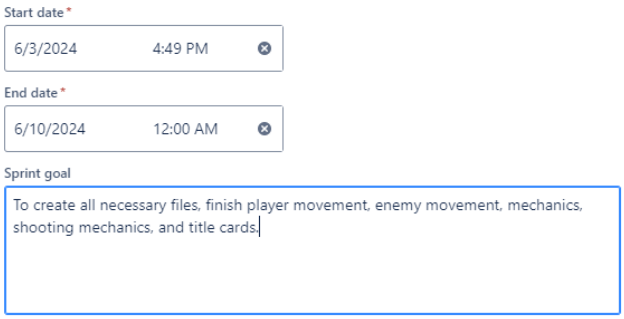


Above is a screenshot of our backlog for our current sprint. In creating this sprint, we also considered our team velocity/capacity. As developers, we understand that there are only five of us. That being said, we made sure not to incorporate too much- only the things that were imperative to getting *Catlaga* moving, like movement & mechanics. On the other hand, because there are five of us as developers, we can accomplish much more than a singular person in one sprint. Adding on, we made a rough schedule as to how we wanted to accomplish *Catlaga* at the beginning of its creation. Based on that schedule, our team velocity is not too fast or too slow. We are on schedule and on track with the game's development. We've considered both team capacity and velocity in the creation of our sprint.

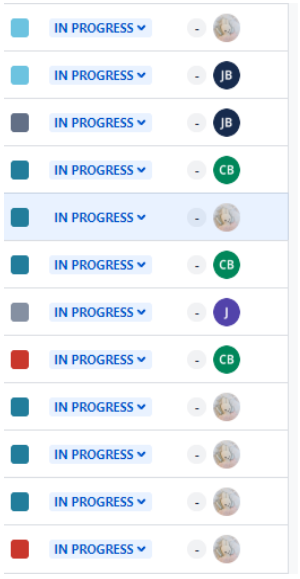
Adding on, we've also considered our team capabilities and time constraints in creating this. As video game enjoyers, creating *Catalaga* is exciting, but also foreign to three out of the five members on our team who haven't created games. However, since two of our developers have used Unity before, we are aware that we can help teach and support each other. Adding on, we are making sure not to add too much to the project right away, especially since Unity is done in C#, a programming language only one of us have previous experience with. Lastly, we've considered our time constraint in making *Catlaga*. Since we don't have too much time to create the game, we are developing a schedule that maximizes both our time and team capabilities.

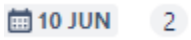
B. Sprint Planning





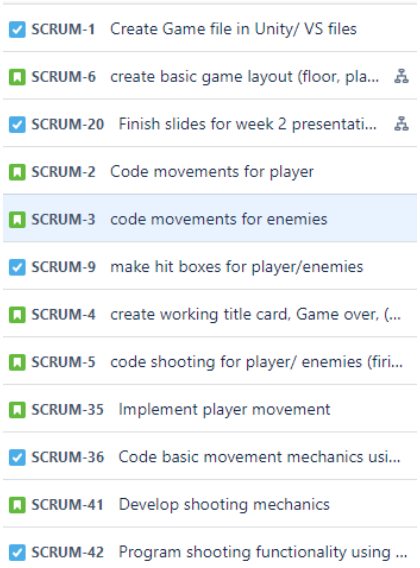
The attached screenshots highlight the specifics of our current sprint. After discussing, we've finalized this week's sprint goal as being to "create all necessary files, finish player movement, enemy movement, mechanics, shooting mechanics, and title cards." Attached above are also all the stories/tasks that support this goal. Each one is refined and includes an estimate, like 2 hours or 1 day. Our team has defined 'done' as something fully functional and in-line with our project vision. Our acceptance criteria is something neat, functional, and a product we'd be proud to present. In the left-most figure, each task has a user story. On the right side of the screenshot, a series of our developer icons appear, indicating that these tasks/stories are assigned to a particular developer. These tasks can be completed during the sprint period. Also note that the due date and story point for each task/story is mentioned.



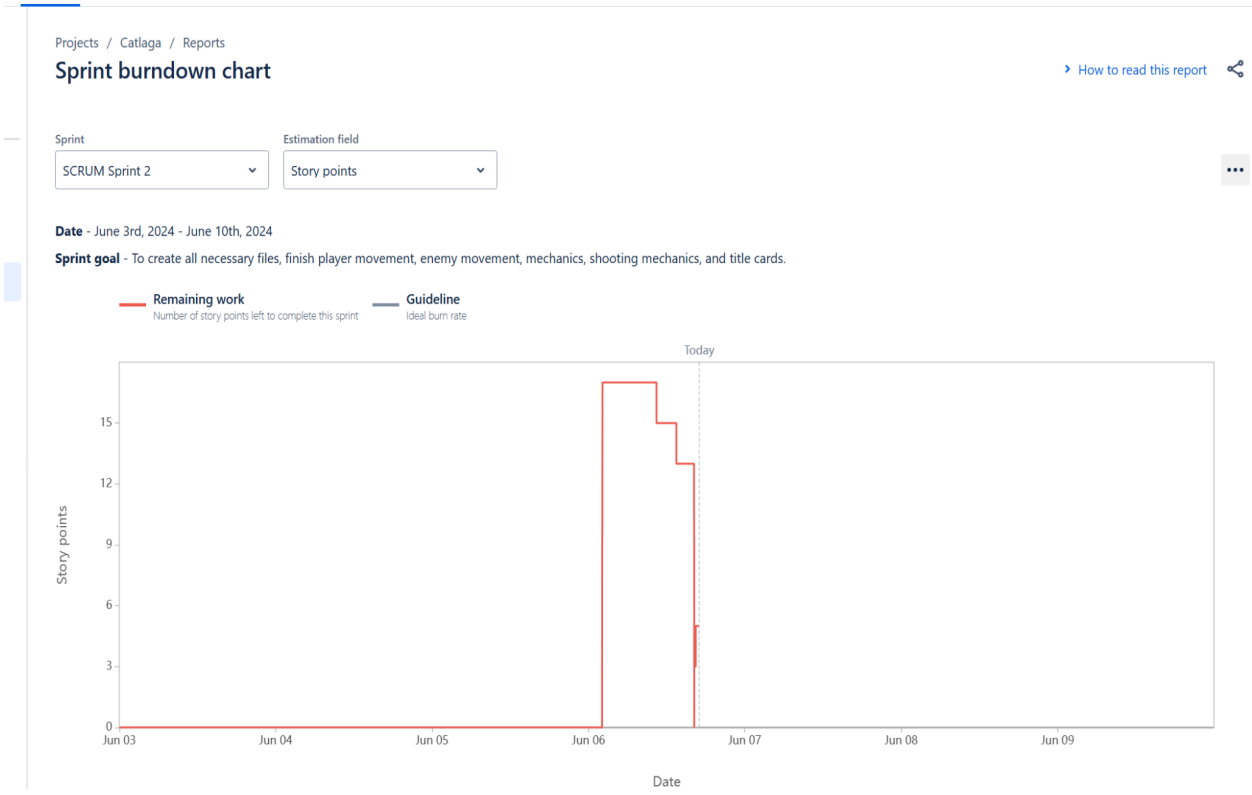


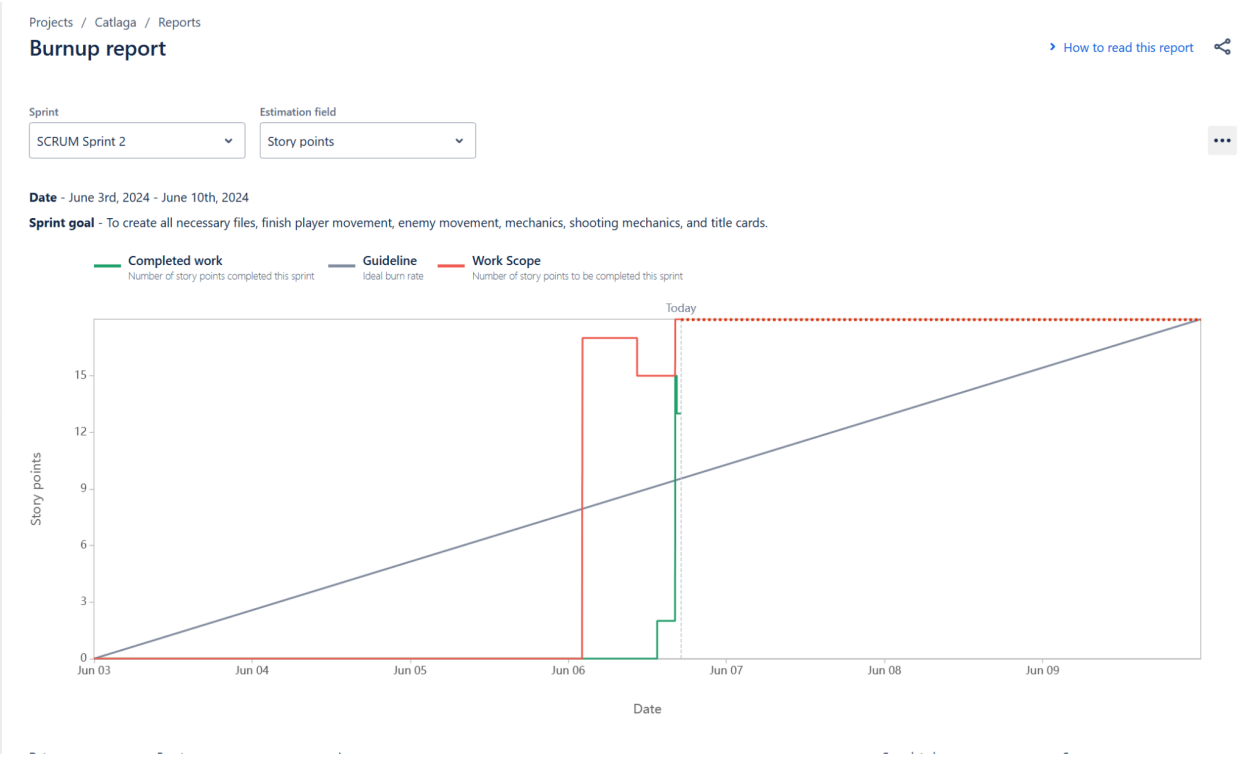
C. Sprint Planning Outputs

Based on our sprint goal, to “create all necessary files, finish player movement, enemy movement, mechanics, shooting mechanics, and title cards”, we’ve created a list of user stories. Each story is shown in order of priority, with it being most important to create the game files at first. The relative estimate is also included- each one will take anywhere between 1 hr to 2 days (the exact measurement can be found directly on our Jira).



2. Sprint Execution





3. Sprint Review

After finishing this week's sprint, we showcased what we had completed to some other peers. We gathered feedback and heard some ideas, like adding specific items, changing backgrounds, audio options, and much more. Upon completion of the sprint, the team successfully demonstrated *Catlaga*'s shippable functionality. Based on the feedback gathered, we will have our product owner add any more stories and update our backlog for the following week.

4. Sprint Retrospective

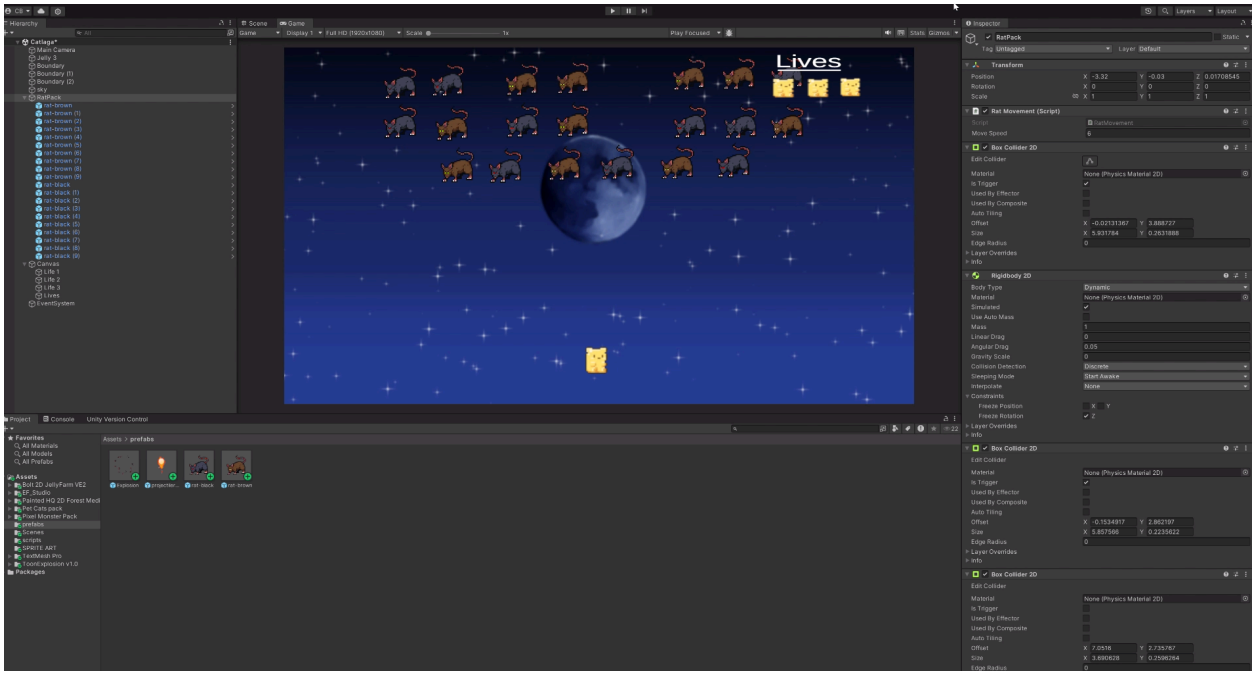
This week's sprint was successful. We accomplished finalizing the cat's movement, enemy movement, projectiles, and title screens. In order to do better for our next sprint, we can dedicate more time to using our Github repository, rather than focusing on figuring out Unity's seat assignment process. Additionally, it would be beneficial if our team could meet more, considering that last week some of our members were in a distracting environment. Nevertheless, we persevered and will continue to hopefully do even better next sprint.

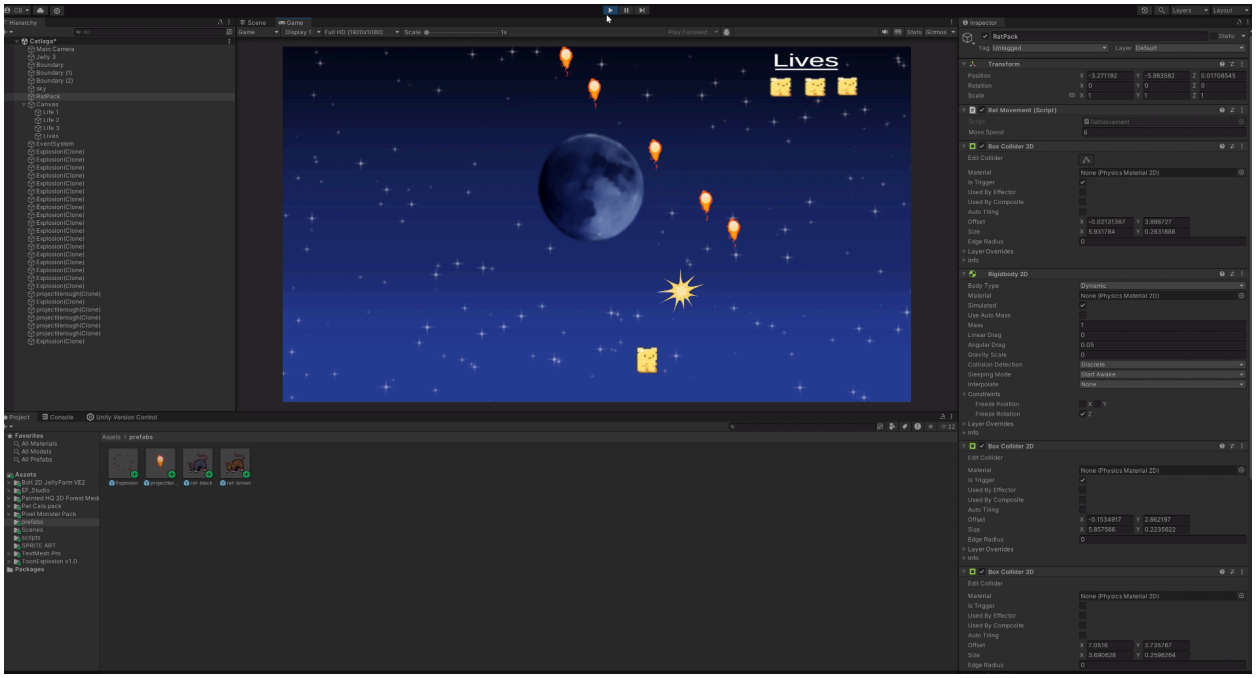
Daily Meeting Minutes

6/3	No team meeting
6/4	We discussed the transition

	from Unity's seat assignment system to a shared Github repository. We also began the creation of our presentation for Monday, started building the title slides, and finalized the movement of our main cat sprite.
6/5	We updated our Jira, created epics & stories, assigned tasks to the developers, created estimates for each task, and started both reports for Monday.
6/6	We finalized the game over and title screens. We will also begin working on a pause screen. Next, we updated our Jira together and set a date as to when we want our reports and presentations completed.

Image Updates




Lives