

Catлага : Week 6

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1. Revision History!

Records all changes to the project

Revision History

Since our last revision of Catlaga, we've decided to change and add a couple of things. For starters, we've changed the projectile design the cat fires to balls of yarn. We also decided on adding a third level- one without a final boss but more complex movement patterns and more difficult firing rates. We also decided to add music to our game- one during the game and at the end, to help with our immersion. Next, we also decided to add a timer to the game and a game over screen card.



2. Sprint Plan!

Outlines the team's objectives for the sprint

Sprint Plan

Scrum Sprint 6 RELEASE Sprint 3 Jul – 8 Jul (7 issues)

Ensure that the game is perfected and ready to be showcased. There must be no issues running the game or bugs. Everything must be presentable.

Issue ID	Description	Status	Due Date	Priority	Owner
SCRUM-69	Complete All Aspects of the Game	DONE	08 JUL	3	CB
SCRUM-71	Developer Playtesting	DONE	08 JUL	2	AB
SCRUM-75	Put Catlaga on the internet for people to play	IN PROGRESS	08 JUL	2	J
SCRUM-72	Finish slideshow for final presentation	IN PROGRESS	08 JUL	1	AA
SCRUM-73	Finish final report	IN PROGRESS	08 JUL	1	B
SCRUM-74	Have Catlaga Ready to submit	IN PROGRESS	08 JUL	1	J
SCRUM-76	Implement Finishing Touches - bg music, graphics, etc.	DONE	08 JUL	3	AB

+ Create issue

Above is a screenshot of this week's sprint, a one week interval from July 1st to July 8th. This week's sprint has a focus on finalizing everything for Catlaga as this is our final sprint before its official release. Our highest priority is to make sure Catlaga is right where we want it to be and that everything we wanted to implement is included.

Sprint Planning Inputs

Scrum Sprint 6 RELEASE Sprint 3 Jul – 8 Jul (7 issues)

Ensure that the game is perfected and ready to be showcased. There must be no issues running the game or bugs. Everything must be presentable.

- SCRUM-69 Complete All Aspects of the Game
- SCRUM-71 Developer Playtesting
- SCRUM-75 Put Catlaga on the internet for people to play
- SCRUM-72 Finish slideshow for final presentation
- SCRUM-73 Finish final report
- SCRUM-74 Have Catlaga Ready to submit
- SCRUM-76 Implement Finishing Touches - bg music, graphics, etc.



Our final sprint was designed with the five members in mind. As a team, we can accomplish adding a series of game aspects this week. Our team velocity this past week was on track- neither too fast nor too slow, so we have a good idea of what features we can and cannot implement during the course of one week. We've also considered our team capabilities and constraints. For example, a number of us are skilled at design so we can change our designs quickly. Regarding our constraints, this sprint had to be created understanding that this was our very last chance to make game changes.

Sprint Planning

Sprint Goal: Ensure that the game is perfected and ready to be showcased. There must be no issues running the game or bugs. Everything must be presentable.

User Stories and Tasks: Listed and prioritized to achieve the sprint goal.

Estimates: Each task and story has an estimate in days or hours.

Timeline: Sprint runs from July 1st to July 8th.

Definition of Done: Tasks are fully functional, neat, and aligned with sprint goals. Work is accepted if it is well-done, clean, and presentable.



Original estimate

3d

08 JUL

- 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

Edit sprint: Scrum Sprint 6 RELEASE Sprint

Required fields are marked with an asterisk *

Sprint name*

Scrum Sprint 6 RELEASE Sprint

Start date*

7/3/2024 11:11 PM

End date*

7/8/2024 12:00 AM

Sprint goal

Ensure that the game is perfected and ready to be showcased. There must be no issues running the game or bugs. Everything must be presentable.

Complete All Aspects of the Game



In Progress Actions

Original estimate 3d

Start date Jul 01, 2024

Due date Jul 08, 2024

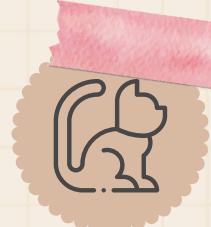
Priority Highest

Description All aspects of the game must be implemented this week- bosses, powerups, etc.

Story point estimate 3



Sprint Planning Outputs



- SCRUM-69 Complete All Aspects of the Game
- SCRUM-71 Developer Playtesting
- SCRUM-75 Put Catlaga on the internet for people to play
- SCRUM-72 Finish slideshow for final presentation
- SCRUM-73 Finish final report
- SCRUM-74 Have Catlaga Ready to submit
- SCRUM-76 Implement Finishing Touches - bg music, graphics, etc.

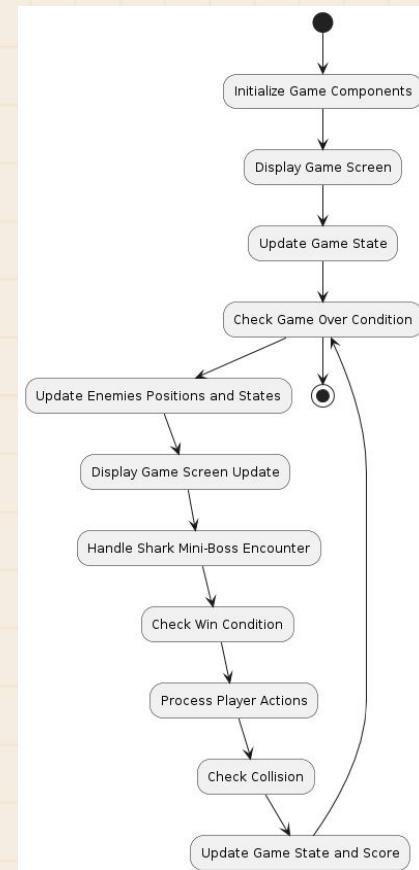
Based on our sprint goal to “Ensure that the game is perfected and ready to be showcased. There must be no issues running the game or bugs. Everything must be presentable.” For our outputs, we’d like to see the game come together in a cohesive and clear manner. We are also hoping for a successful release reflective of the work we put in.

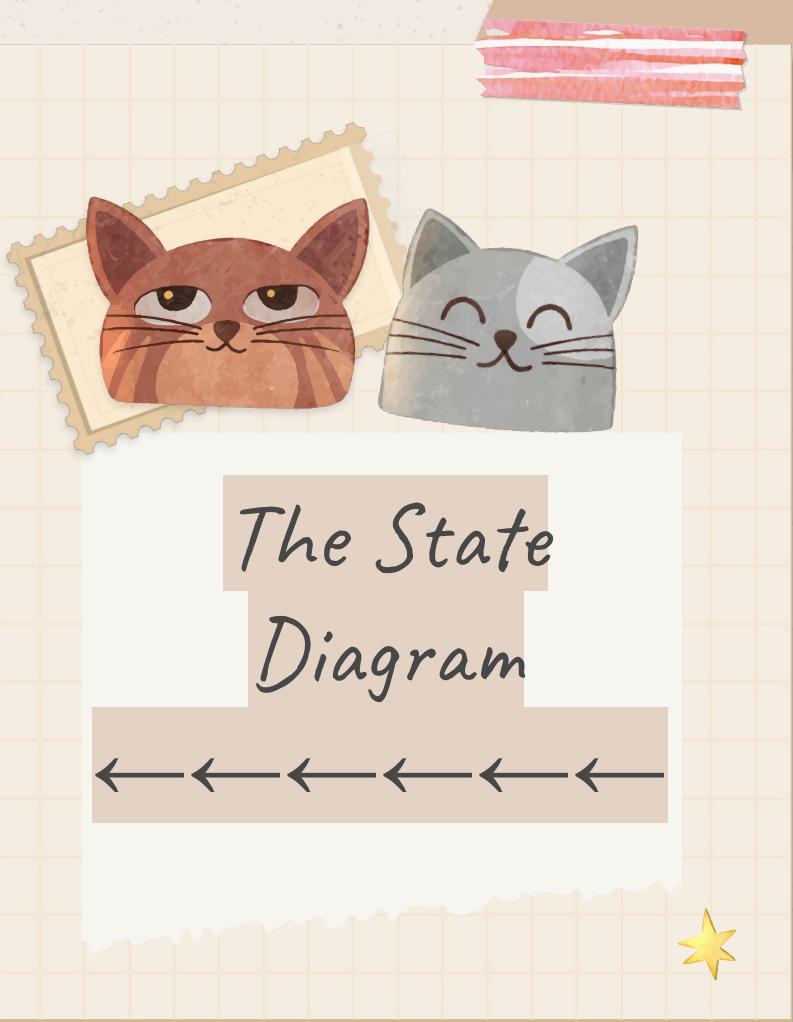
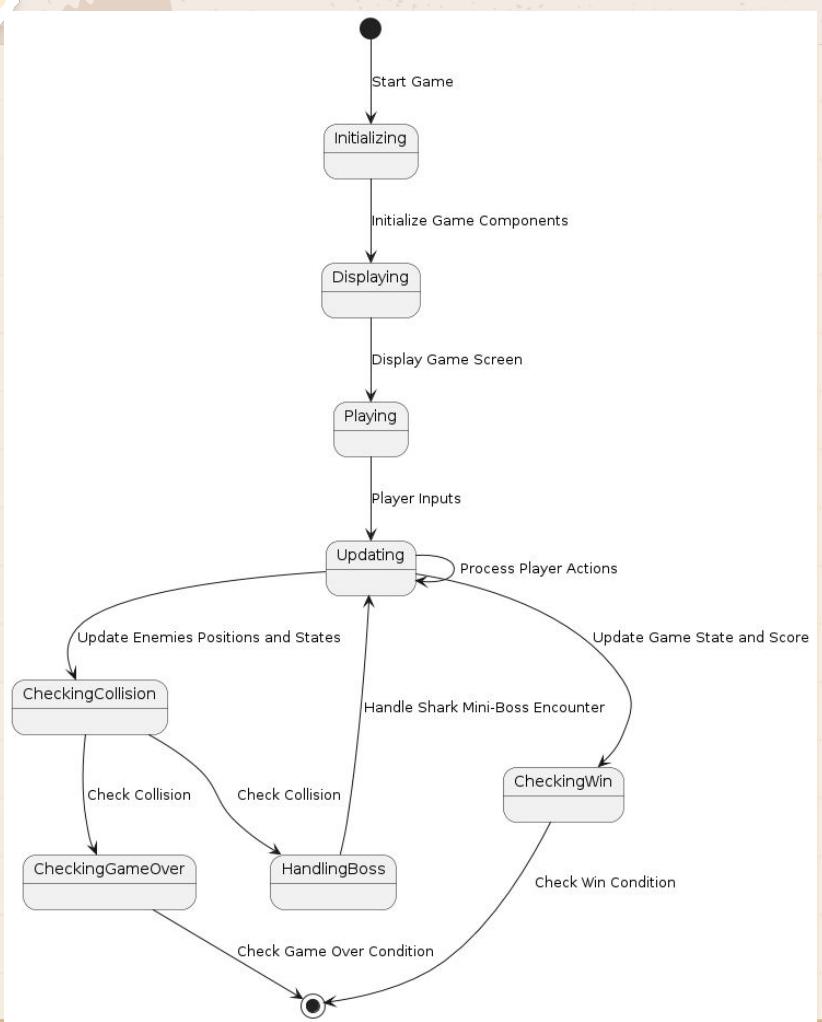


Sprint Execution

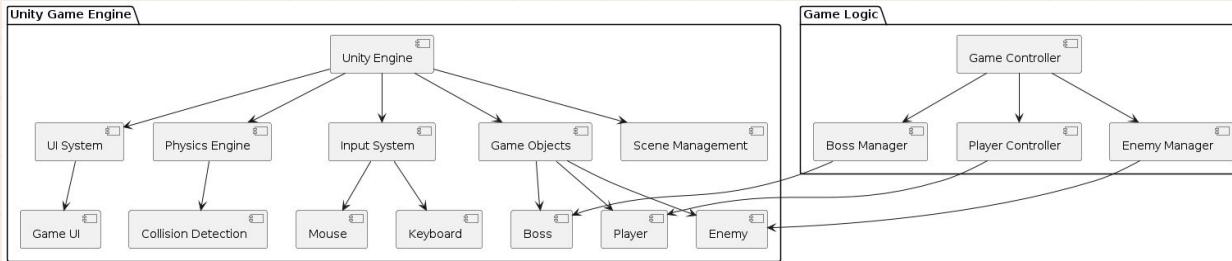


The Activity
Diagram

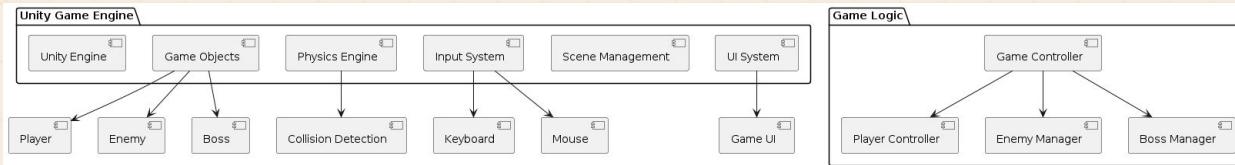




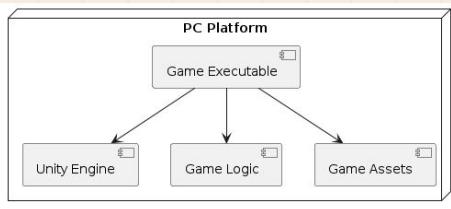
Component Diagram



Package Diagram



Deployment Diagram



3. Sprint Review!

Demonstrate functionalities, gather feedback,
update backlog accordingly.

Sprint Review

★ We presented our work and began our final sprint. Feedback from our professor inspired us to add another level to our game, with its difficulty level being the most intense. We ended up changing some graphics and in trying to make the game more engaging, added music.



4. Sprint Retrospective!

Discuss improvements, evaluate processes, plan better future sprints.

Sprint Retrospective

Our past sprint was successful. Over the course of this sprint, we finished incorporating all of the features we wanted into Catlaga. We added a new level, new game cards/screens, music, and changed a few sprint designs. The hardest thing about this final sprint was the time constraint. There were a plethora of ideas left to incorporate but with a week left, we had to be mindful of our work. Time management was also an issue because as we worked to complete Catlaga, we were also busy studying for the final, creating presentations, and our final report. In order to improve for future projects, we should work on our time management and better communicate with one another.



4B. Agile Scope Management

Discuss improvements, evaluate processes, plan better future sprints.

Agile Scope Management

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 prior's sprint

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.

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

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.

VISION STATEMENT

"For the younger audience who are struggling to find an old-school arcade game with a modern twist, our Catлага is a fixed shooter arcade game implementing the world's universal love of cats that makes for a fun and engaging cat adventure."

-The Catлага Team

WEEKLY OVERVIEWS

01.

WEEK 1

Outline our vision for CATLAGA. Download all necessary software and become familiar with C#.

04.

WEEK 4

Bosses, stage title cards

02.

WEEK 2

Create game files, coding movement, hitboxes, shooting mechanics

05.

WEEK 5

Finalizing, continue testing, clean ups

03.

WEEK 3

Title cards, health bars, hit effects, deaths, stages, special items

06.

WEEK 6

Ensure the game is completely ready for release.

Backlog insights

Use these insights to plan your next sprint.

Sprint: Scrum Sprint 6 RELEASE Sprint

Sprint commitment

Current sprint

10.8 Average points completed over the last 5 sprints

Scrum Sprint 6 RELEASE Sprint Over target

Committed Recommended
13 points 10-12 points

Issue type breakdown

Your top issue type to focus on in this sprint.

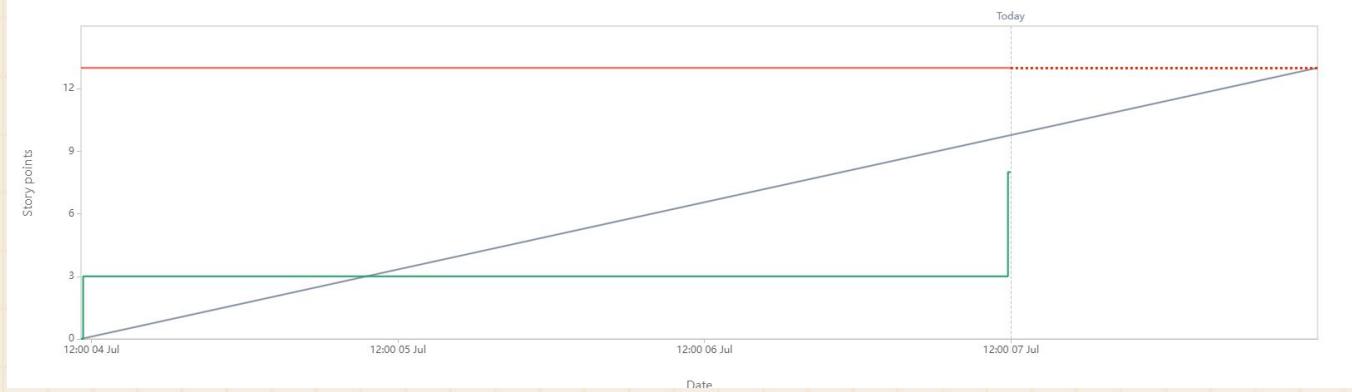
Story

[Give feedback](#)

- ■ 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 █
- ■ Week 6: Finishing up Catlaga █

4C. Agile Artifacts

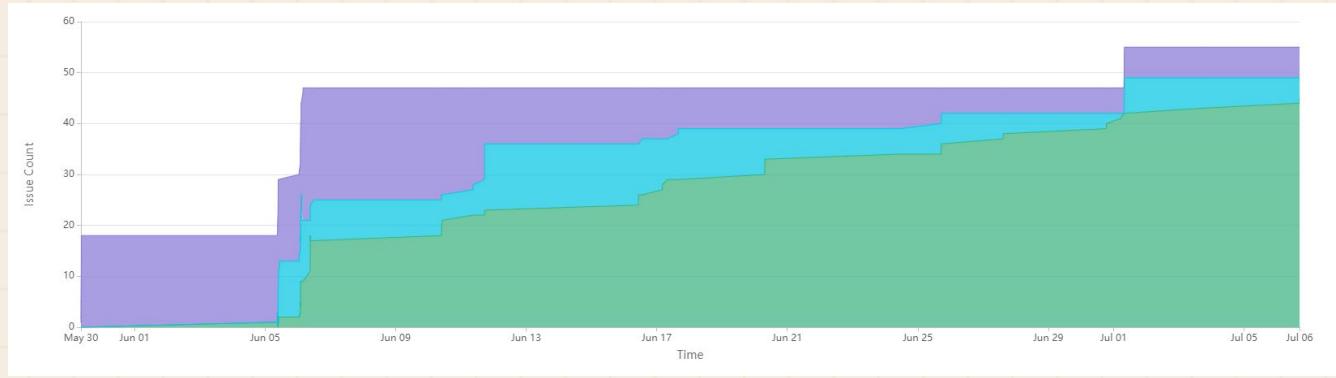
Scrum 6 Burn Up



Scrum 6 Burn Up

Date	Event	Issue	Completed	Scope
Wed, Jul 03 2024, 11:11pm	Sprint started	SCRUM-69 Complete All Aspects of the Game SCRUM-71 Developer Playtesting SCRUM-72 Finish slideshow for final presentation SCRUM-73 Finish final report SCRUM-75 Put Catlaga on the internet for people to play SCRUM-74 Have Catlaga Ready to submit SCRUM-76 Implement Finishing Touches - bg music, graphics, etc.	0	13
Wed, Jul 03 2024, 11:21pm	Issue completed	SCRUM-76 Implement Finishing Touches - bg music, graphics, etc.	0 → 3	13
Sat, Jul 06 2024, 11:45pm	Issue completed	SCRUM-69 Complete All Aspects of the Game	3 → 6	13
Sat, Jul 06 2024, 11:45pm	Issue completed	SCRUM-71 Developer Playtesting	6 → 8	13

Flow diagram



Time Management

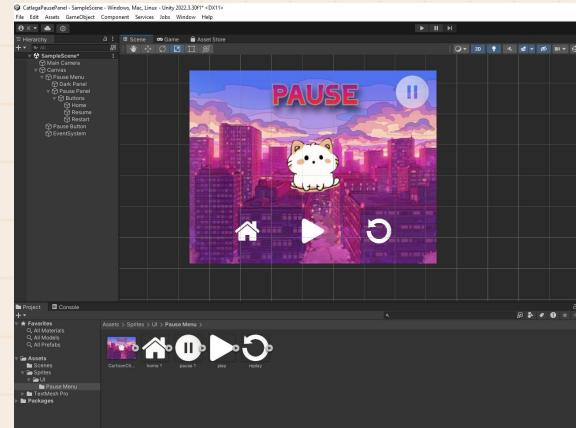
Our product deadline is July 9th, 2024. Complete functionality must be achieved in order to earn a successful release. Each sprint is planned and edited according to our team velocity, capabilities, constraints, and etc. After this final sprint, there must be zero story points remaining, indicating that the project aspects were completed. Our project uses six sprints, each a week long. Each sprint contains stories and tasks, with the longest issues estimated to take around three days.

4D. Managing Quality and Risk

Managing Quality and Risk

In creating Catlaga, our team needed to find a balance between quality and risk. For example, there are a number of features that can be included in a game, but too many features might prove to be risky as there are a plethora to implement. We've assured quality in our product by keeping a strict 'done' criteria throughout our sprints. Each story and task is considered complete if it is well-done, functional, and overall something we'd be proud to present. Additionally, there is regular game testing and inspecting of all features. The best version of our product is produced through well designed sprints and a clear plan. There is also communication between the development team and product owner. Lastly, our agile risk management is largely based on how we've defined 'done', tested, and documented our work.

Image Updates!





Thanks!

