

## Catlaga - Report 4

Team Members - Maquenzie Garcia, Julia Gomez, Christian Bell, Jose Balderas, Emily Alvarez

## Table of Contents

Revision History .....	pg. 3
1. Sprint Plan. ....	pg. 3-6
2. Sprint Execution. ....	pg. 6
3. Sprint Review. ....	pg. 6
4. Sprint Retrospective. ....	pg. 6
Daily Meeting Minutes .....	pg. 8
Image Updates .....	pg. 7-8

## Revision History

Since our last revision of *Catlaga*, we've decided to reconsider the sprites for our selected enemies- the shrimp, pickle, and mice. As such, we've moved these tasks and stories into our next sprint. Additionally, we initially started our design with no color scheme in mind, only a certain layout of how we wanted the game to look like. Since then, we've chosen a cohesive series of pinks, purples, and blues as inspiration for the color palette of *Catlaga*.

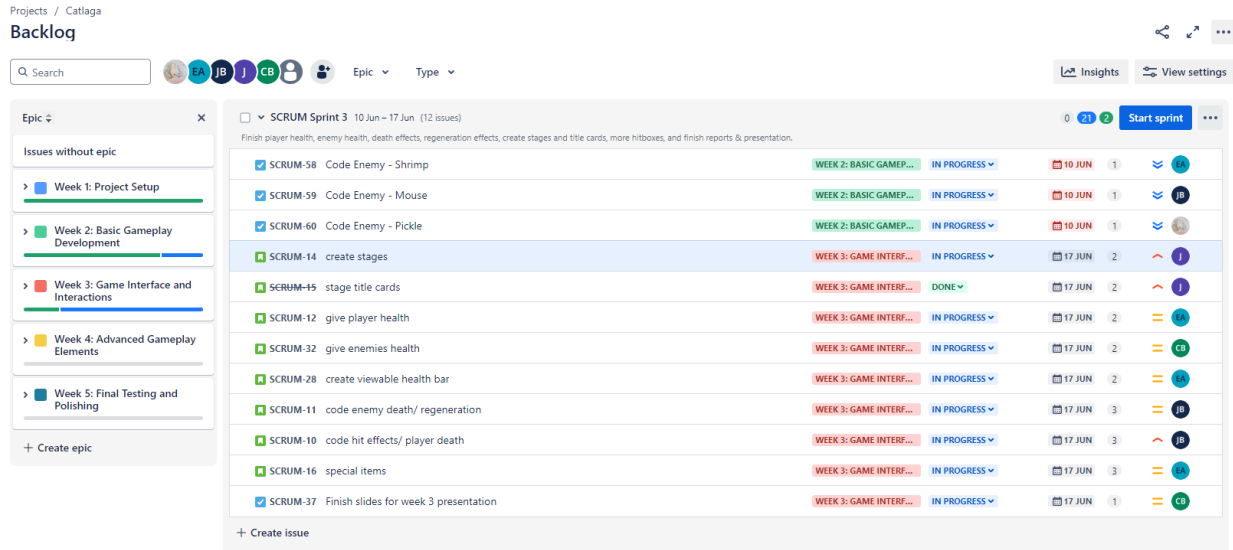
Regarding our Jira, our last sprint did not include task/story descriptions nor priority levels. These features are now included in our next sprint and will be added throughout the rest of them. We've marked our second sprint as complete and now have a more accurate velocity report.

## Sprint Plan

<div> <input type="checkbox"/> <b>SCRUM Sprint 3</b> 10 Jun – 17 Jun (12 issues)         <div>0 21 2</div> <div>Start sprint</div> <div>...</div> </div>									
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: BASI...	IN PROGRESS	10 JUN	1			EA
<input checked="" type="checkbox"/>	SCRUM-59	Code Enemy - Mouse	WEEK 2: BASI...	IN PROGRESS	10 JUN	1			JB
<input checked="" type="checkbox"/>	SCRUM-60	Code Enemy - Pickle	WEEK 2: BASI...	IN PROGRESS	10 JUN	1			
<input checked="" type="checkbox"/>	SCRUM-14	create stages	WEEK 3: GAM...	IN PROGRESS	17 JUN	2			J
<input checked="" type="checkbox"/>	SCRUM-15	stage title cards	WEEK 3: GAM...	DONE	17 JUN	2			J
<input checked="" type="checkbox"/>	SCRUM-12	give player health	WEEK 3: GAM...	IN PROGRESS	17 JUN	2			EA
<input checked="" type="checkbox"/>	SCRUM-32	give enemies health	WEEK 3: GAM...	IN PROGRESS	17 JUN	2			CB
<input checked="" type="checkbox"/>	SCRUM-28	create viewable health bar	WEEK 3: GAM...	IN PROGRESS	17 JUN	2			EA
<input checked="" type="checkbox"/>	SCRUM-11	code enemy death/ regeneration	WEEK 3: GAM...	IN PROGRESS	17 JUN	3			JB
<input checked="" type="checkbox"/>	SCRUM-10	code hit effects/ player death	WEEK 3: GAM...	IN PROGRESS	17 JUN	3			JB
<input checked="" type="checkbox"/>	SCRUM-16	special items	WEEK 3: GAM...	IN PROGRESS	17 JUN	3			EA
<input checked="" type="checkbox"/>	SCRUM-37	Finish slides for week 3 presentation	WEEK 3: GAM...	IN PROGRESS	17 JUN	1			CB

Above is a screenshot of this week's sprint, a one week interval taking place from June 10th to June 17th. This week's sprint focuses on finishing player health, enemy health, death effects, regeneration effects, stages, title cards, hitboxes, and much more.

## A. Sprint Planning Inputs



Above is a screenshot of our backlog for our current sprint. To create this week's sprint, we've considered our team capacity/velocity. Last week, we ran into issues deciding on sprites for our enemies. We decided to finalize some of our sprite designs last and focus on creating the bare bones of a fully functional game. With a small team, we cannot take on too much- but we also have multiple developers allowing us to accomplish sprints with somewhat large story point values. As such, we will focus on game functionality first. Based on last week's sprint, our team velocity was as expected- although most of us thought we'd complete some enemy sprint designs during the sprint. Nevertheless, our current team velocity is by no means slow and we will do our best during this next sprint. In creating sprint three, we've designed the stories/tasks to be reflective of the work we accomplished and the tasks we did not complete the previous sprint.

As such, we've also considered our team capabilities and time constraints. Last week was our first real sprint involving coding, mechanics, and design. It was a new process for the majority of our developers. Nevertheless, it went well. We watched tutorials to learn how to use Unity, used Photoshop to create sprite designs and much more. Our next sprint is reflective of last week's accomplishments and our newfound confidence in the Catlaga team's abilities. The next sprint is designed to maximize our time and team capabilities.

## B. Sprint Planning

☒ SCRUM-58 Code Enemy - Shrimp

---

☒ SCRUM-59 Code Enemy - Mouse

---

☒ SCRUM-60 Code Enemy - Pickle

---

☒ SCRUM-14 create stages

---

☒ SCRUM-12 give player health

---

☒ SCRUM-32 give enemies health

---

☒ SCRUM-28 create viewable health bar

---

☒ SCRUM-11 code enemy death/ regeneration

---

☒ SCRUM-10 code hit effects/ player death





---

☒ SCRUM-16 special items

---

☒ SCRUM-37 Finish slides for week 3 presentation

### create stages

In Progress ▾
⚡ Actions ▾

Original estimate	1d
Start date	Jun 10, 2024
Due date	Jun 17, 2024
Priority	<span style="color: red;">^</span> High

**Description**

Catlaga is designed to be a multilevel game. For this story, we will add the code to mimic different Galaga levels and stages.

Story point estimate
2

Sprint name\*

SCRUM Sprint 3

Duration

1 week ▾

Start date

6/10/2024
12:00 AM
🕒

End date

6/17/2024
12:00 AM
🕒

Sprint goal

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

≡

- EA
- JB
- 
- J
- EA
- CB
- EA
- JB
- JB
- EA
- CB

📅

**17 JUN**

The attached screenshots highlight the specifics of our current sprint. After discussing, we've finalized this week's sprint goal as being to "finish player health, enemy health, death effects, regeneration effects, create stages and title cards, more hitboxes, and finish reports & presentation." Above are all the stories and tasks to reach the goal. Each goal includes an estimate in either days or hours. There is also a start and end date included, with the end date for the tasks/stories being on June 17th. Our team is defining 'done' as something entirely functional and in-line with our goals. We will accept work that is well-done, functional, and ready to be presented. Each task and story also has its own description.

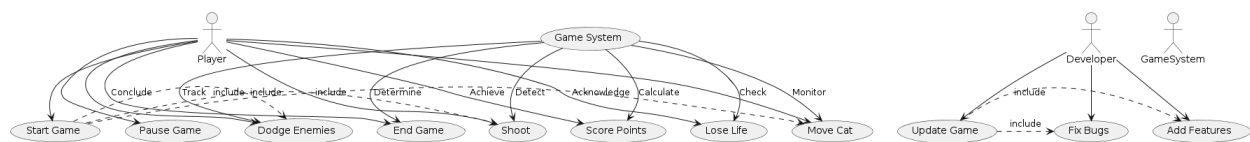
### C. Sprint Planning Outputs

Based on our sprint goal, to “finish player health, enemy health, death effects, regeneration effects, create stages and title cards, more hitboxes, and finish reports & presentation,” we added a list of user stories and tasks. Each task/story is given a priority level from highest priority to low. A relative estimate in days or hours is also included, along with a story point estimate for each one.

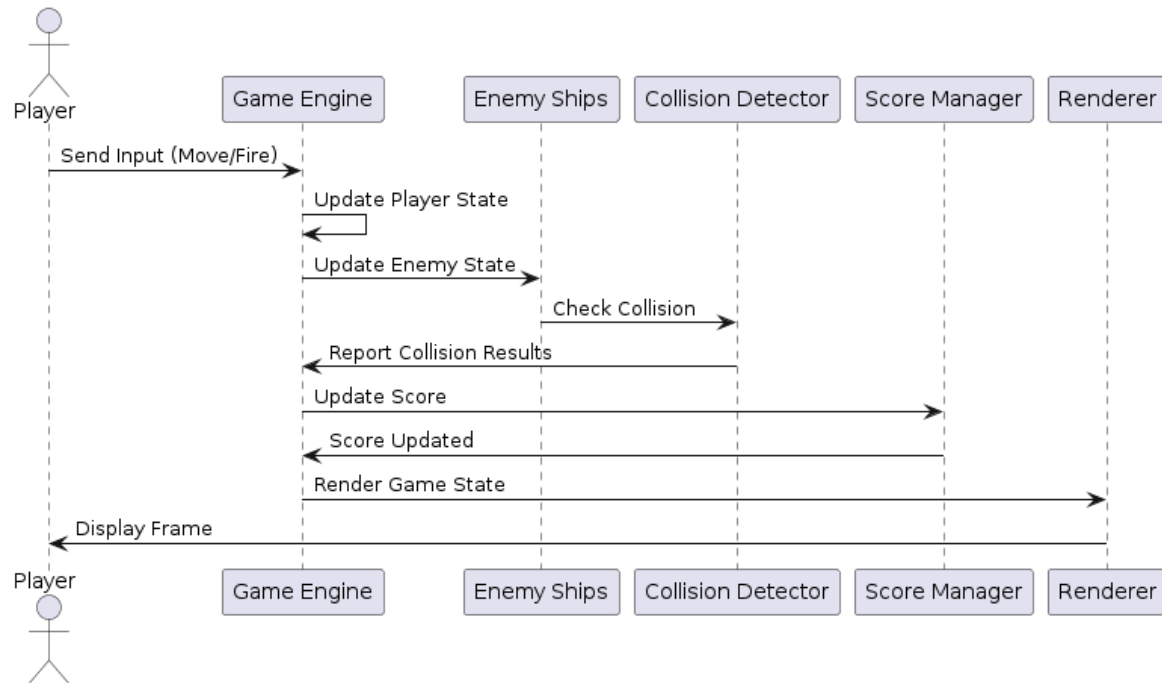
✓	SCRUM-58	Code Enemy - Shri...	■
✓	SCRUM-59	Code Enemy - Mo...	■
✓	SCRUM-60	Code Enemy - Pick...	■
■	SCRUM-14	create stages	■
■	SCRUM-12	give player health	■
■	SCRUM-32	give enemies health	■
■	SCRUM-28	create viewable he...	■
■	SCRUM-11	code enemy death...	■
■	SCRUM-10	code hit effects/ pl...	■
■	SCRUM-16	special items	■
✓	SCRUM-37	Finish slides for w...	■

## 2. Sprint Execution

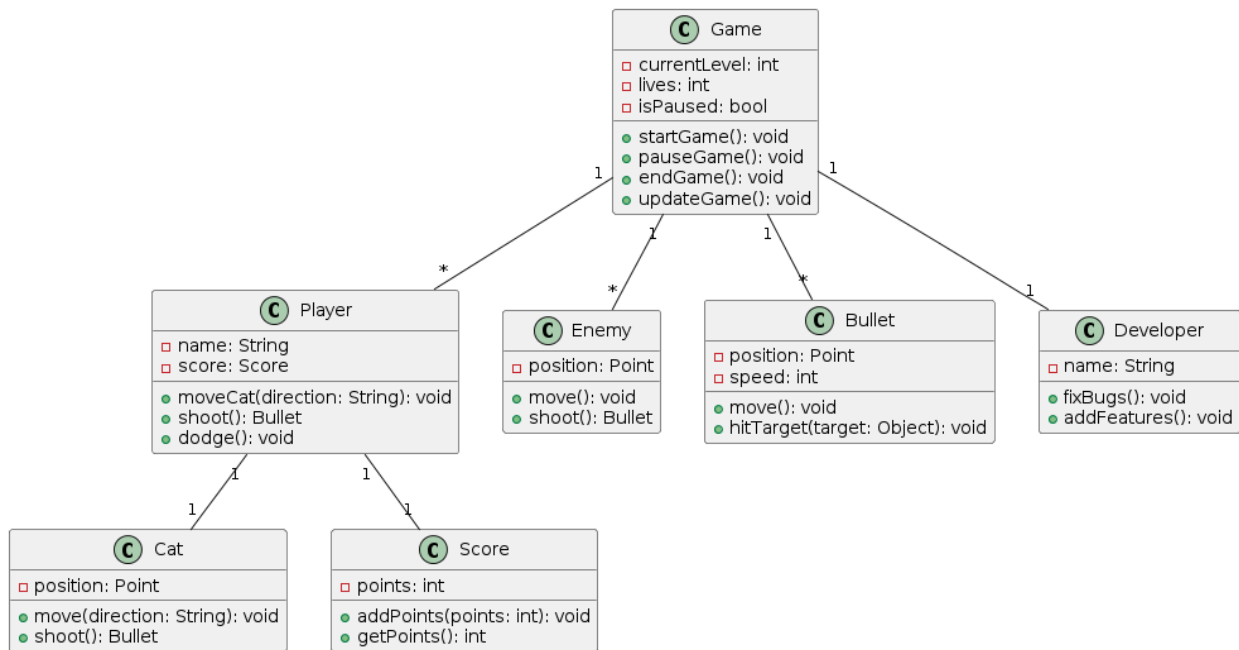
### Use Case Diagram



### Sequence Diagram (System-Level)



## Class diagram



## 3. Sprint Review

After finishing this week's sprint, we circled back with our group and showcased what we had completed during the sprint. We gathered feedback and looked back on feedback from

the last presentation such as adjusting our Jira to the required format. We began working on boss-level enemies as well as a pause screen and stage title screens, we were able to regroup and discuss file organization so that we could perform our sprints with more efficiency. Due to being slightly ahead on certain tasks from the sprint, we were able to push some items to be completed on the next sprint.

#### ***4. Sprint Retrospective***

This week's sprint was moderately successful. We were able to set up the working title, pause, and game over screens for the game as well as a mini-boss enemy. We were also able to set up player and enemy health as well as implement effects for when either entity's health is affected. To do better for our next sprint, we can dedicate more time to using our GitHub repository and understanding file transfer methods so that we can begin putting all of the pieces of the game together. Additionally, it would be beneficial if our team could meet more, as there was a slight decline in communication between members. This did not necessarily affect the sprint as we were ahead of schedule when implementing certain elements in the game. Nevertheless, we persevered and will hopefully continue to do even better in the next sprint as we get closer to the finalization process.

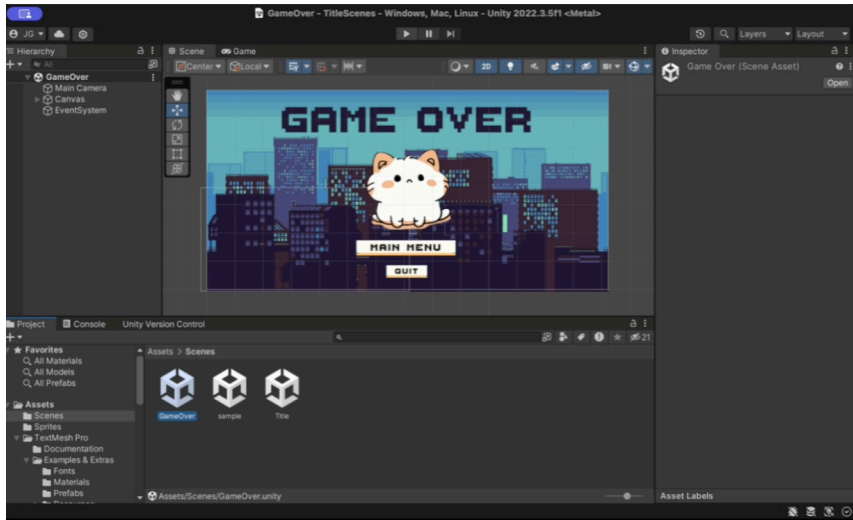
#### ***Daily Meeting Minutes***

<b>6/10</b>	No team meeting.
<b>6/11</b>	Split up the work for this sprint and updated our Jira together.
<b>6/12</b>	Separate Jira tasks, update Jira, upload more work to our Github.
<b>6/13</b>	Continue updating Jira, work together to create UML diagrams

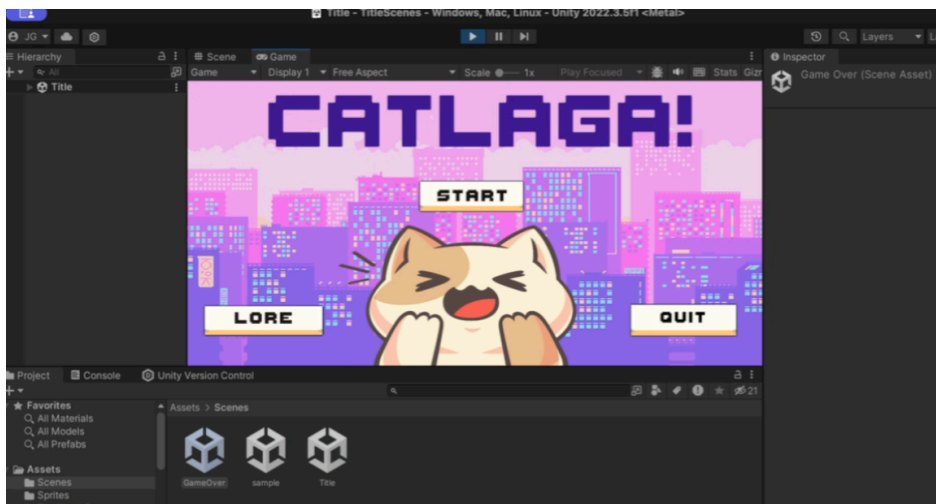
#### **Image Updates**

##### **Game Over Screen**

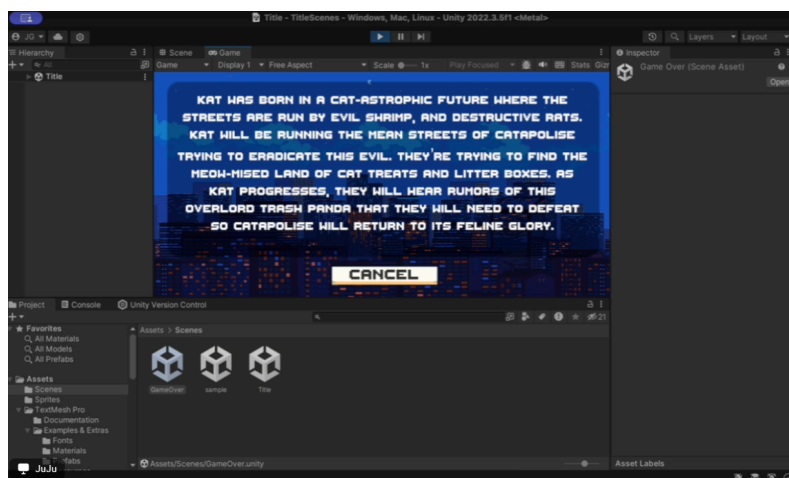




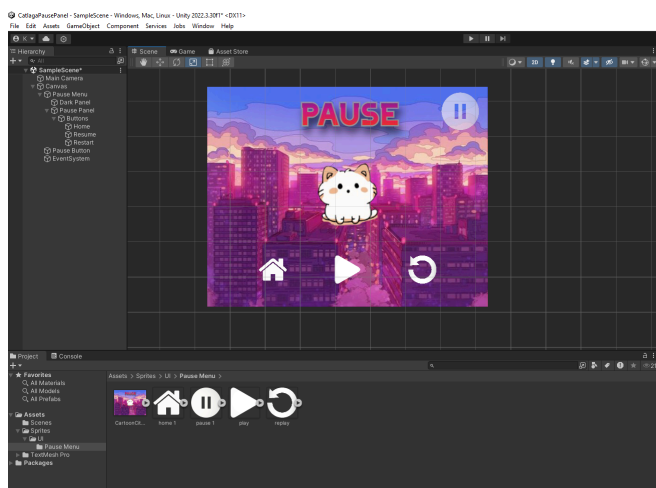
## Start Screen



## Story Screen



## Pause Screen



## Gameplay Screenshot

