

## Catlaga - Report 2

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### ***Revision History***

Since starting Catlaga, there have been a few details of the game that have changed. For example, we created a rough model of *Catlaga* that featured a cat firing balls of yarn at dogs and bones. However, our current vision will now be using hairballs to be fired at enemies. Next, we were previously unsure about the addition of powerups and debuffs. Since our last meeting, we've decided that it would be a beneficial addition to the creation of our game. Lastly, in our project outline and vision, there was no discussion of audio in our game. However, we've recently acquired access to a free library full of audio to increase immersion in the game.

Regarding revisions to our Jira, we've decided to add an epic dedicated specifically to documentation. We realized that it not only takes time to code the game but also to document our progress. We've reserved time to work and update our reports, as well as our Jira, to allow for the best organization. Lastly, we also have a dedicated space in our Jira just to allow ourselves time to build and practice our weekly presentations.

### ***Project Vision***

A project vision statement is used to describe our design for Catlaga, its benefits, and what makes it appealing. For *Catlaga*, we will be adhering to the following vision statement, following Moore's template: "For the younger audience who are struggling to find an old-school arcade game with a modern twist, our Catlaga is a fixed shooter arcade game implementing the world's universal love of cats that makes for a fun and engaging cat adventure. Unlike other fixed shooter arcade games, our product is engaging, appropriate for all ages, and includes cats!"

## Product Roadmap

		MAY							JUN							JUN							JUL																				
		28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1	2	3	4	5	6	7	8
Sprints		SCRUM Sprint 1							SCRUM Sprint 2							SCRUM Sprint 3							SCRUM Sprint 4							SCRUM Sprint 5 release sprint													
▼	SCRUM-48 Week 1: Project Setup																																										
	SCRUM-49 Software and Tool Setup																																										
	SCRUM-50 Set up GitHub Account																																										
	SCRUM-51 Set up Jira Account																																										
	SCRUM-52 Set up Discord Account																																										
	SCRUM-53 Set up Unity Account																																										
	SCRUM-54 Create Project Report																																										
	SCRUM-8 everyone have Unity and VS studios/VS code..																																										
	SCRUM-7 Finish slides for week 1 presentation																																										
	SCRUM-55 Create Week 1 Presentation Slides																																										
▼	SCRUM-56 Week 2: Basic Gameplay Development																																										
	SCRUM-4 Create Game file in Unity/ VS file																																										
	SCRUM-6 Create basic game layout (floor, ͡																																										
	SCRUM-58 Code Enemy - Shrimp																																										
	SCRUM-59 Code Enemy - Mouse																																										
	SCRUM-60 Code Enemy - Pickle																																										
	SCRUM-2 Implement player movement																																										
	SCRUM-3 Implement enemy movement																																										
	SCRUM-36 Code movement using keyboard inp..																																										
	SCRUM-43 Set up hit boxes for int...																																										
	SCRUM-9 Create hit boxes for player/ene..																																										
	SCRUM-42 Program shooting functionality using...																																										
	SCRUM-5 code shooting for player/ enemi...																																										
	SCRUM-20 Finish slides for week... ͡																																										
▼	SCRUM-63 Week 3: Game Interface and Interactions																																										
	SCRUM-4 create working title card, Game over...																																										
	SCRUM-14 create stages																																										
	SCRUM-15 stage title cards																																										
	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 prese																																										
▼	SCRUM-65 Week 4: Advanced Gameplay Elements																																										
	SCRUM-13 create bosses																																										
	SCRUM-61 Code Final Boss - The Trash Panda																																										
	SCRUM-38 Finish slides for week 4 presentation																																										
▼	SCRUM-67 Week 5: Final Testing and Polishing																																										
	SCRUM-17 finalize game																																										
	SCRUM-18 game testing/ clean up (if nee..																																										
	SCRUM-39 Finish slides for week 5 & pre..																																										

## Product Backlog

Our current product backlog includes the following epics: Catlaga, movements, attacks, health, screens, generations, documentation, and specials. The ‘Catlaga’ epic is used towards the end of the product, in which we will finalize the game, test as much as necessary, and debug (if needed). We will also add any final touches. The ‘movements’ epic involves all movements in the game - the way the cat moves, enemies, bosses, and projectiles. The ‘attacks’ epic surrounds the “attack” features of Catlaga - deals with how our cat will be firing hairballs, how the enemies will attack, & how the hairballs will interact with other enemies. The ‘health’ epic is for the health of our sprites- A way to keep track of our cat’s health and the enemies health. Health levels must increase or decrease, depending on the attack and/or special items. The ‘screens’ epic involves creating the different screens and cards for Catlaga- a title screen, pause screen, end screen, opening screen, etc. The ‘generations’ epic involves how the game will be generated- the creation of files, etc. The ‘documentions’ epic is for classwork- constantly adding to our reports and updating our presentation. Lastly in our list of epics is our ‘specials’ epic, used for *Catlaga*’s special features and special items- power-ups, debuffs, specific bosses, and their traits.

## Product Backlog (Sprint 2)

To create all necessary files, finish player movement, enemy movement, mechanics, shooting mechanics, and title cards.

<input checked="" type="checkbox"/> SCRUM-1	Create Game file in Unity/ VS files	GENERATIONS	IN PROGRESS	10 JUN	1	
<input type="checkbox"/> SCRUM-6	create basic game layout (floor, player, enemy, details)	GENERATIONS	IN PROGRESS	10 JUN	2	JB
<input checked="" type="checkbox"/> SCRUM-20	Finish slides for week 2 presentation	DOCUMENTATION	IN PROGRESS	10 JUN	2	JB
<input type="checkbox"/> SCRUM-2	Code movements for player	MOVEMENTS	IN PROGRESS	10 JUN	2	CB
<input type="checkbox"/> SCRUM-3	code movements for enemies	MOVEMENTS	IN PROGRESS	10 JUN	2	
<input checked="" type="checkbox"/> SCRUM-9	make hit boxes for player/enemies	MOVEMENTS	IN PROGRESS	10 JUN	1	CB
<input type="checkbox"/> SCRUM-4	create working title card, Game over, (Pause card?)	SCREENS	IN PROGRESS	10 JUN	2	J
<input type="checkbox"/> SCRUM-5	code shooting for player/ enemies (firing rate, sprite, auto firing)	ATTACKS	IN PROGRESS	10 JUN	2	CB
<input type="checkbox"/> SCRUM-35	Implement player movement	MOVEMENTS	IN PROGRESS	10 JUN	2	
<input checked="" type="checkbox"/> SCRUM-36	Code basic movement mechanics using keyboard input (W, A, S, D)	MOVEMENTS	IN PROGRESS	10 JUN	1	
<input type="checkbox"/> SCRUM-41	Develop shooting mechanics	MOVEMENTS	IN PROGRESS	10 JUN	3	
<input checked="" type="checkbox"/> SCRUM-42	Program shooting functionality using mouse clicks	ATTACKS	IN PROGRESS	10 JUN	2	

Our second sprint lasts one week. In the figure above, all of our tasks and stories are detailed. The epics they belong to are also mentioned. This sprint is largely dedicated to getting the *Catlaga* up and running in terms of movement, mechanics, shooting, creating necessary hitboxes, and updating our presentation. All tasks and stories in this sprint have an estimated time of anywhere between 30 minutes and 2 days (each story/ task has its own unique estimate on our Jira). Adding on, each task is given a story point to highlight its difficulty. Each story/task is also given a task, and towards the top, our sprint goal is detailed. The developer responsible for each story/task is based on the rightmost icon.

## Product Backlog (Sprint 3)

<input type="checkbox"/> <b>SCRUM Sprint 3</b> 10 Jun – 17 Jun (10 issues)	20	0	0	Start sprint	...
Finish player health, enemy health, death effects, regeneration effects, create stages and title cards, more hitboxes, and finish reports & presentation.					
<input type="checkbox"/> SCRUM-12 give player health	HEALTH	TO DO	17 JUN	2	EA
<input type="checkbox"/> SCRUM-32 give enemies health	HEALTH	TO DO	17 JUN	2	CB
<input type="checkbox"/> SCRUM-28 create viewable health bar	SCREENS	TO DO	17 JUN	2	EA
<input type="checkbox"/> SCRUM-10 code hit effects/ player death	ATTACKS	TO DO	17 JUN	3	JB
<input type="checkbox"/> SCRUM-11 code enemy death/ regeneration	ATTACKS	TO DO	17 JUN	3	JB
<input type="checkbox"/> SCRUM-14 create stages	GENERATIONS	TO DO	17 JUN	2	J
<input type="checkbox"/> SCRUM-15 stage title cards	SCREENS	TO DO	17 JUN	2	J
<input checked="" type="checkbox"/> SCRUM-37 Finish slides for week 3	DOCUMENTA...	TO DO	17 JUN	1	CB
<input type="checkbox"/> SCRUM-43 Set up hit boxes for interaction	ATTACKS	TO DO	17 JUN	1	
<input checked="" type="checkbox"/> SCRUM-44 Create and test hit boxes for player and enemies.	ATTACKS	TO DO	17 JUN	2	
+ Create issue					

Our third sprint lasts one week. In the figure above, all of our tasks and stories are detailed. The epics they belong to are also mentioned. This sprint is largely dedicated to adding player health, enemy health, death & regeneration attributes, more hitboxes, and stage/title cards. The tasks/stories in this sprint all have an estimated time of anywhere between 1 hour to 1 day (the exact times are detailed in our Jira). Adding on, each task is given a story point to highlight its difficulty. Each story/task is also given a task, and towards the top, our sprint goal is detailed. The developer responsible for each story/task is based on the rightmost icon.

## Product Backlog Sprint 4

<input type="checkbox"/> <b>SCRUM Sprint 4</b> 24 Jun – 1 Jul (3 issues)	7	0	0	Start 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 ...					
<input type="checkbox"/> SCRUM-13 create bosses	SPECIALS	TO DO	01 JUL	3	JB
<input type="checkbox"/> SCRUM-16 special items	SPECIALS	TO DO	01 JUL	3	EA
<input checked="" type="checkbox"/> SCRUM-38 finish slides for week 4	DOCUMENTA...	TO DO	01 JUL	1	J
+ Create issue					

Our 4th sprint lasts one week. In the figure above, all of our tasks and stories are detailed. The epics they belong to are also mentioned. This sprint is largely dedicated to completing the 'specials' epic in which we add unique features like bosses, power-ups, and debuffs. The tasks/stories in this sprint all have an estimated time of 1 day. Adding on, each task is given a story point to highlight its difficulty. Each story/task is also given a task, and towards the top, our

sprint goal is detailed. The developer responsible for each story/task is based on the rightmost icon.

## Product Backlog Sprint 5

<input type="checkbox"/> <b>SCRUM Sprint 5 release sprint</b> 1 Jul – 8 Jul (3 issues)					6	0	0	Start sprint	...
Our goal is to finalize all aspects of the game. Run multiple player tests, add finishing touches, and ensure Catlaga is fully-functional and ready to be released.									
	SCRUM-17	finalize game	CATLAGA	TO DO	07 JUL	3		CB	
	SCRUM-18	game testing/ clean up (if needed)	CATLAGA	TO DO	07 JUL	2			
	SCRUM-39	finish slides for week 5 & prepare for final prese...	DOCUMENTA...	TO DO	07 JUL	1		EA	
+ Create issue									

Our 5th sprint lasts one week. In the figure above, all of our tasks and stories are detailed. The epics they belong to are also mentioned. This sprint is largely dedicated to completing the ‘Catlaga’ epic in which we focus on finalizing the game, testing, debugging, adding any final touches, and working on our final presentation. The tasks/ stories in this sprint all have an estimated time of 1 to 2 days (exact time estimates are noted in our Jira). Adding on, each task is given a story point to highlight its difficulty. Each story/task is also given a task and towards the top, our sprint goal is detailed. The developer responsible for each story/task is based on the rightmost icon.

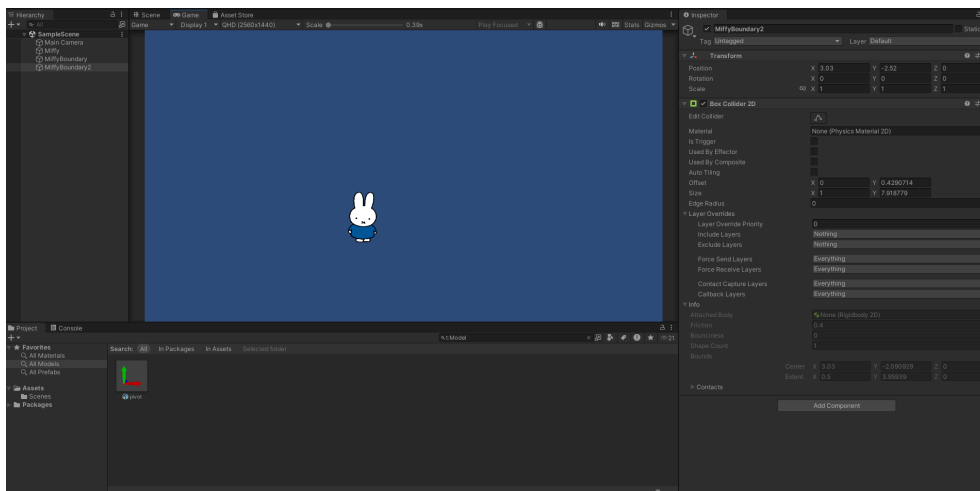
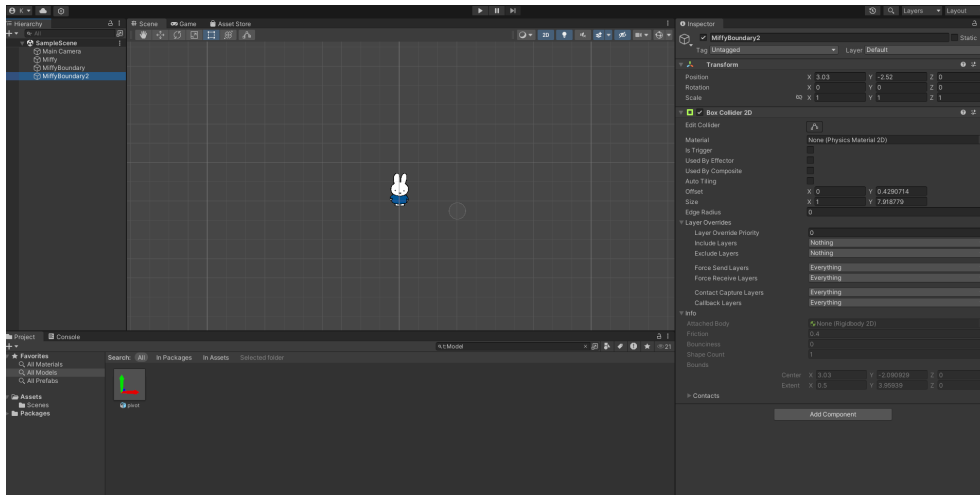
## Release Plan

Based on our estimates on Jira, epics, stories, tasks, and team velocity, we have created our release plan. Our release goal is to come out with a fully functional product that seamlessly incorporates both Galaga and cats into something engaging and fun. Our target release date will be the same day as our final presentation, July 8th. The highest-priority user stories to support our release goal are currently identified as the ‘finalize game’ and ‘game testing/cleanup’ stories. These stories are imperative to our final release because they ensure our product is fully functional.

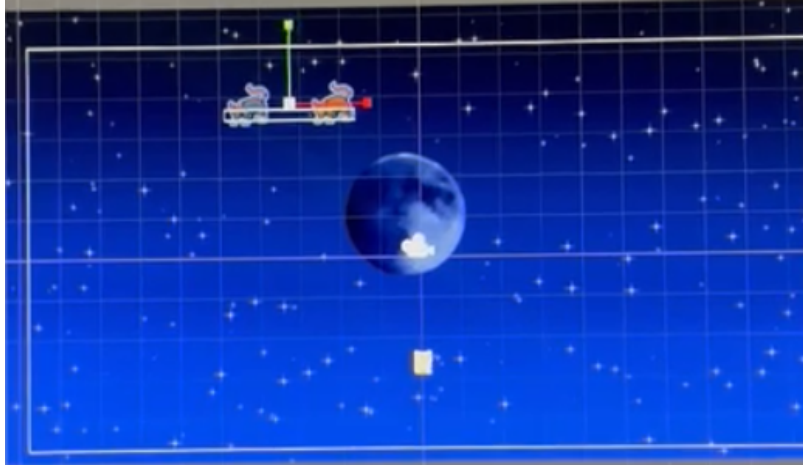
At the beginning of our scheduling, we recreated rough outlines of our scrums. Since updating our Jira and adding more specificities, our team is currently on track with the created schedule. Our team velocity is just as predicted and as such, we will be using a total of 5 sprints, each one week long, to develop *Catlaga*. As of now, all of our work is expected to be completed

within a sprint. Currently, no release sprint is necessary. However, this is subject to change and open to revision as we work on *Catlaga*.

## Image Updates







These images detail some of the first stages of our creation of *Catlaga*, though with different sprites. The main sprite is able to move to the right and left using keyboard inputs. Boundaries have been added to prevent the sprint from leaving the screen. Lastly, two enemies have also been added. Please note that these are rough creations, as we are prioritizing a working game over graphics in this current sprint.