

Catлага : Week 5

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Table of contents

01 Revision History

Records all changes to the project

04 Sprint Review

Demonstrate functionalities, gather feedback, update backlog accordingly.



02 Sprint Plan

Outlines the team's objectives for the sprint

05 Sprint Retrospective

Discuss improvements, evaluate processes, plan better future sprints.



03 Sprint Execution

Daily development, progress tracking, and task adjustments to meet goals.



06 Image Updates

Showcase latest gameplay screenshots



1. Revision History!

Records all changes to the project

Revision History

The latest version of Catlaga features a new city/geometric background and updated sprites for the cat, shrimp, and power-ups. We've transitioned to a single continuous level format, eliminating multi-level gameplay. Additionally, our Jira process has been refined to prevent carrying over tasks from one sprint to the next as we approach our final release.



2. Sprint Plan!

Outlines the team's objectives for the sprint

Sprint Plan

SCRUM Sprint 5 release sprint 26 Jun – 1 Jul (6 issues)

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.

0

15

0

Complete sprint

...

SCRUM-13 create bosses

WEEK 4: ADVANCED GA...

IN PROGRESS ▾

24 JUN

3

JB

SCRUM-61 Code Final Boss - The Trash Panda

WEEK 4: ADVANCED GA...

IN PROGRESS ▾

24 JUN

3

EA

SCRUM-16 special items

WEEK 3: GAME INTERF...

IN PROGRESS ▾

17 JUN

3

EA

SCRUM-17 finalize game

WEEK 5: FINAL TESTIN...

IN PROGRESS ▾

01 JUL

3

CB

SCRUM-18 game testing/ clean up (if needed)

WEEK 5: FINAL TESTIN...

IN PROGRESS ▾

01 JUL

2

EA

SCRUM-39 Finish slides for week 5 & prepare for final presentation

WEEK 5: FINAL TESTIN...

IN PROGRESS ▾

01 JUL

1

EA

+ Create issue

This week's sprint is dedicated to finalizing Catlaga for release. We're focusing on polishing the game, coding boss movements and health, and integrating special power-ups and debuffs to enhance player interaction.



Sprint Planning Inputs

Projects / Catlaga

Backlog

Search

EA JB CB

Epic Type

SCRUM Sprint 5 release sprint 26 Jun – 1 Jul (6 issues)

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.

Issue	Description	Week	Status	Due Date	Members	
SCRUM-13	create bosses	WEEK 4: ADVANCED GA...	In Progress	24 JUN	3	JB
SCRUM-61	Code Final Boss - The Trash Panda	WEEK 4: ADVANCED GA...	In Progress	24 JUN	3	EA
SCRUM-16	special items	WEEK 3: GAME INTERF...	Done	17 JUN	3	EA
SCRUM-17	finalize game	WEEK 5: FINAL TESTIN...	In Progress	01 JUL	3	CB
SCRUM-18	game testing/ clean up (if needed)	WEEK 5: FINAL TESTIN...	In Progress	01 JUL	2	CB
SCRUM-39	Finish slides for week 5 & prepare for final presentation	WEEK 5: FINAL TESTIN...	Done	01 JUL	1	EA

+ Create issue



We've tailored this week's sprint to our team's capacity of five members, focusing on high-priority tasks due to some incomplete work from last week. Our primary goal is enhancing functionality over design. Last week, we achieved enemy movement and basic game mechanics, along with title screens. This sprint builds on those successes, reflecting our growing skill with Unity.

Sprint Planning

Sprint Goal: Complete the 'special features' epic by finalizing boss movements, power-ups, and debuffs.

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 June 26th to July 1st.

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

01 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

Sprint name *
SCRUM Sprint 5 release sprint

Start date *
6/26/2024 12:16 AM

End date *
7/1/2024 12:00 AM

Sprint goal
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.

finalize game

In Progress Actions

Original estimate 2d

Start date Jun 25, 2024

Due date Jul 01, 2024

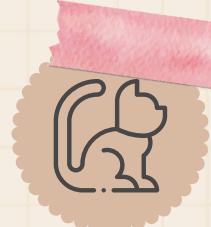
Priority High

Description finalize and polish any issues or errors in the game

Story point estimate 3



Sprint Planning Outputs



- 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

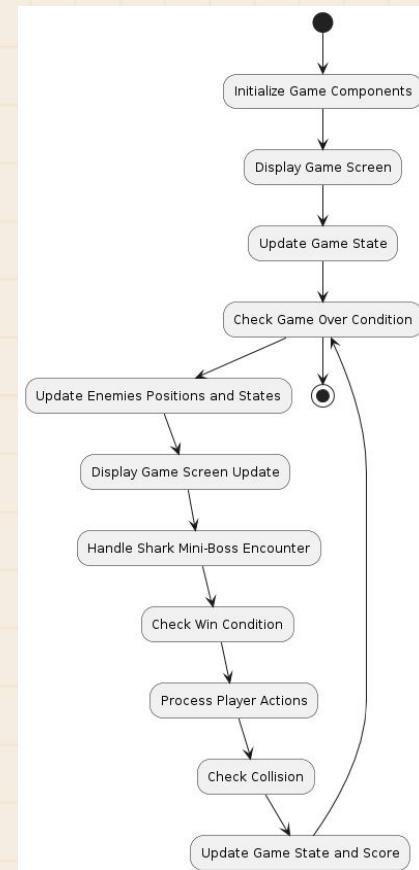
Based on our sprint goal, "Finalize and prepare for the release of Catlaga by introducing special items, coding the final boss, polishing the game, and preparing the presentation," we have added a list of user stories and tasks. Each task and story has a priority level, from lowest to highest. There is also a story point estimate associated with each story and task, reflecting the difficulty and time required.

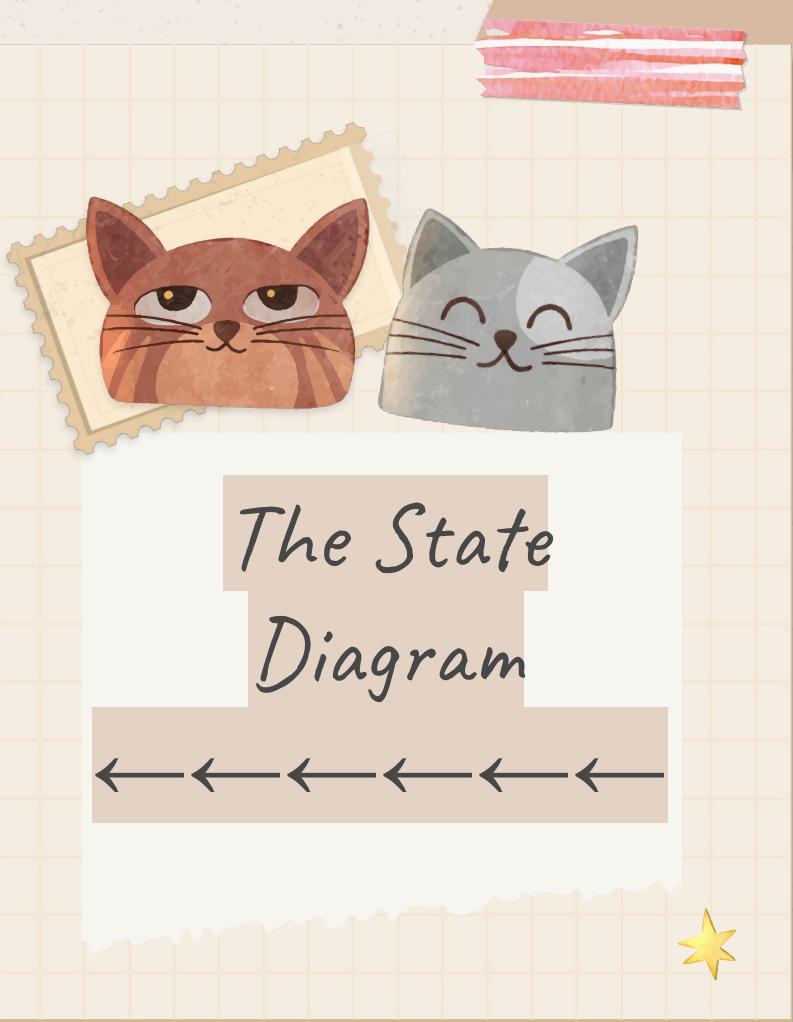
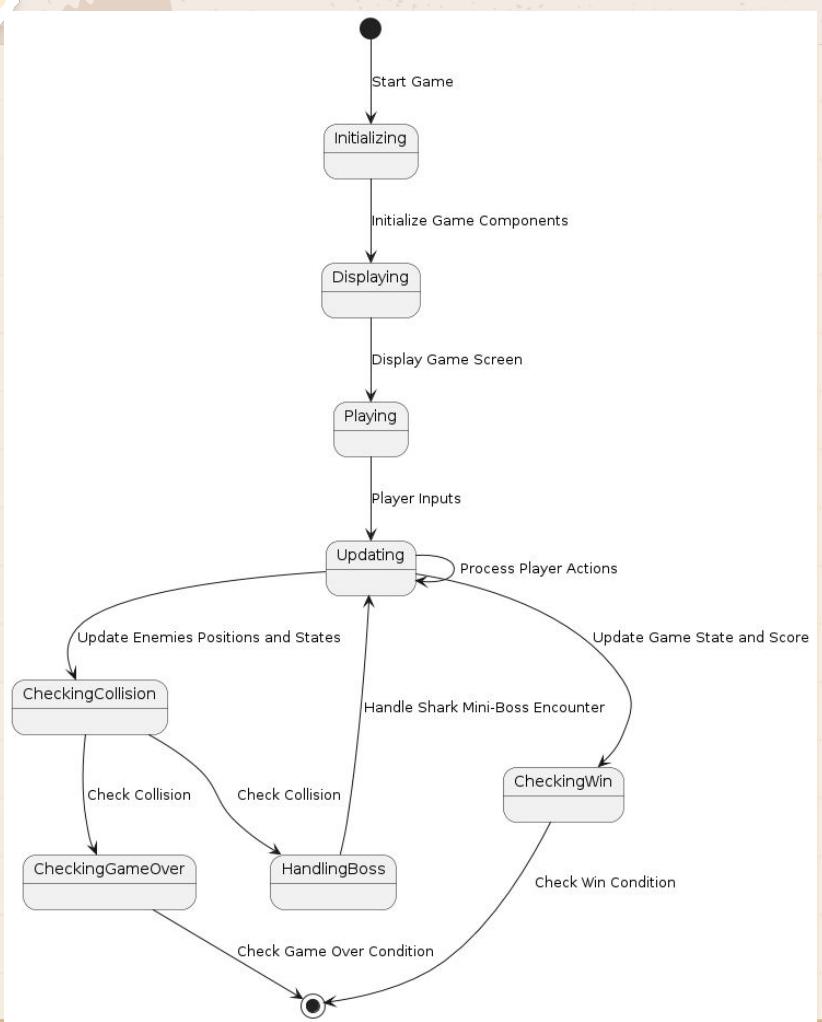


Sprint Execution

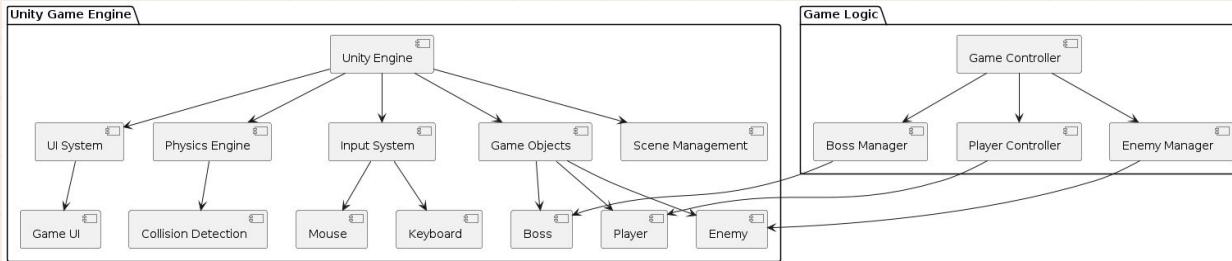


The Activity
Diagram

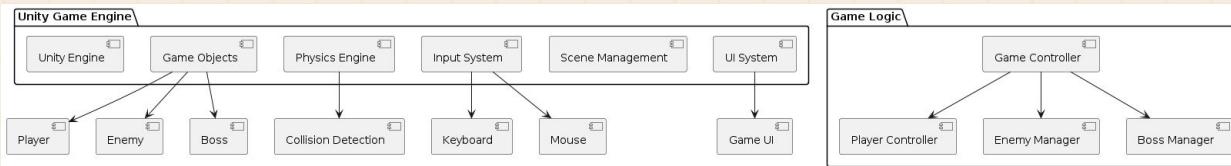




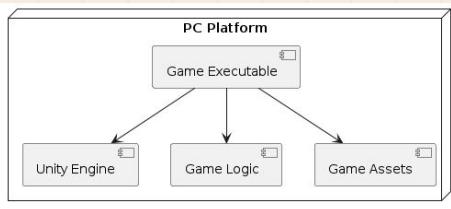
Component Diagram



Package Diagram



Deployment Diagram



3. Sprint Review!

Demonstrate functionalities, gather feedback,
update backlog accordingly.

Sprint Review

We presented our accomplishments and started on next sprint's tasks. Feedback from our professor led to adjusting our UML diagram to include subsystems. We began implementing special movements for enemies and bosses, and updated the designs for enemy sprites, power-up icons, and debuff icons. Unfinished low-priority tasks were moved to the next sprint.



4. Sprint Retrospective!

Discuss improvements, evaluate processes, plan better future sprints.

Sprint Retrospective

Our past sprint was successful. Over its course, we completed merging all of our game files and screens. We finished designing all of the cards needed-like the home screen, pause screen, and game over screen. Each of these scenes were implemented into Catlaga over the course of our sprint. Adding on, we've also implemented the final designs for sprites and our backgrounds. Our biggest challenge was combining all of our work into one project but we were able to do so. In order to improve, it would be beneficial if our team could meet more or more closely communicate with one another. Regardless, our past sprint went well and we are proud of our work.



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

Backlog insights

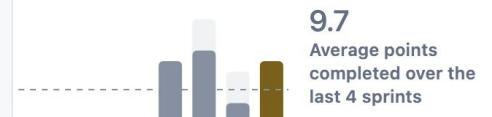


Use these insights to plan your next sprint.

Sprint: SCRUM Sprint 5 release sprint

Sprint commitment

Current sprint



SCRUM Sprint 5 release sprint

⚠ Over target

Committed Recommended

15 points **9-11** points

Issue type breakdown

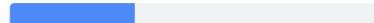


Your top issue types to focus on in this sprint.

Story



Task



Epic



Issues without epic

> Week 1: Project Setup

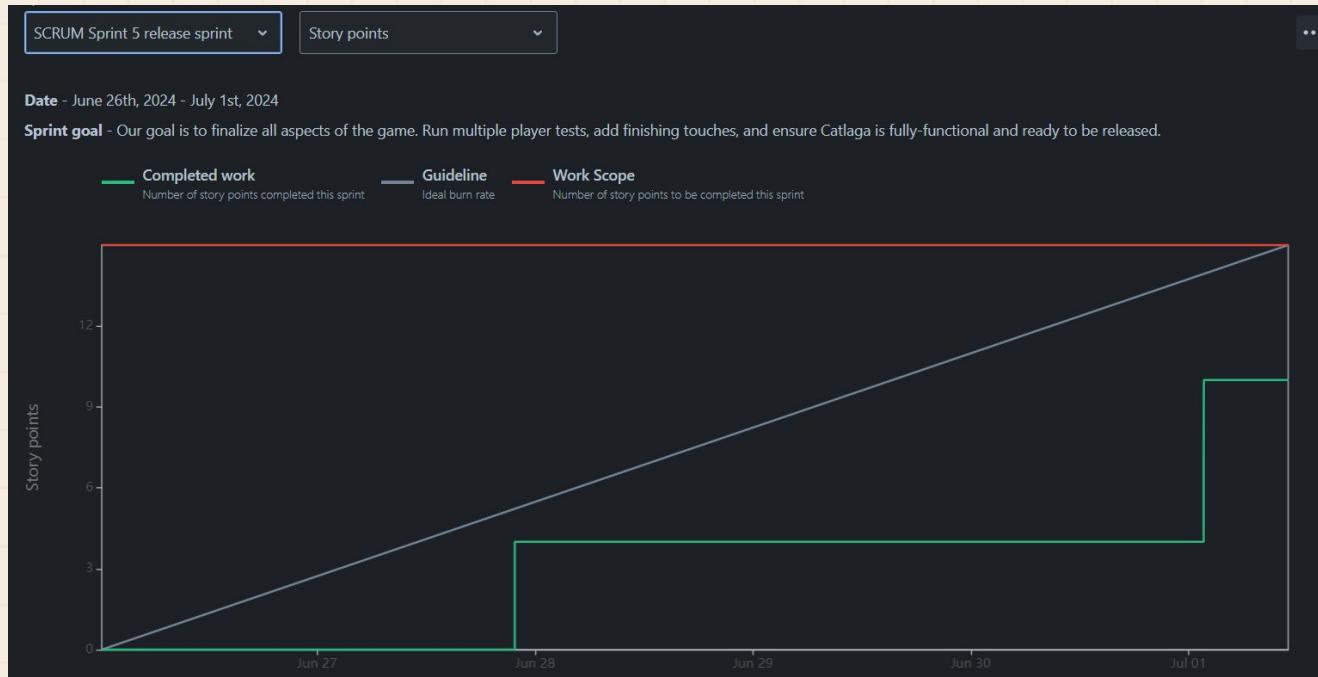
> Week 2: Basic Gameplay Development

> Week 3: Game Interface and Interactions

> Week 4: Advanced Gameplay Elements

> Week 5: Final Testing and Polishing

Scrum 5 Burn Up



Scrum 5 Burn Up

Date	Event	Issue	Completed	Scope
Wed, Jun 26 2024, 12:16am	Sprint started	SCRUM-17 finalize game SCRUM-18 game testing/ clean up (if needed) SCRUM-39 Finish slides for week 5 & prepare for final presentation SCRUM-13 create bosses SCRUM-16 special items SCRUM-61 Code Final Boss - The Trash Panda	0	15
Thu, Jun 27 2024, 9:46pm	Issue completed	SCRUM-16 special items	0 → 3	15
Thu, Jun 27 2024, 9:46pm	Issue completed	SCRUM-39 Finish slides for week 5 & prepare for final presentation	3 → 4	15
Mon, Jul 01 2024, 1:38am	Issue completed	SCRUM-61 Code Final Boss - The Trash Panda	4 → 7	15
Mon, Jul 01 2024, 1:40am	Issue completed	SCRUM-13 create bosses	7 → 10	15

Flow diagram

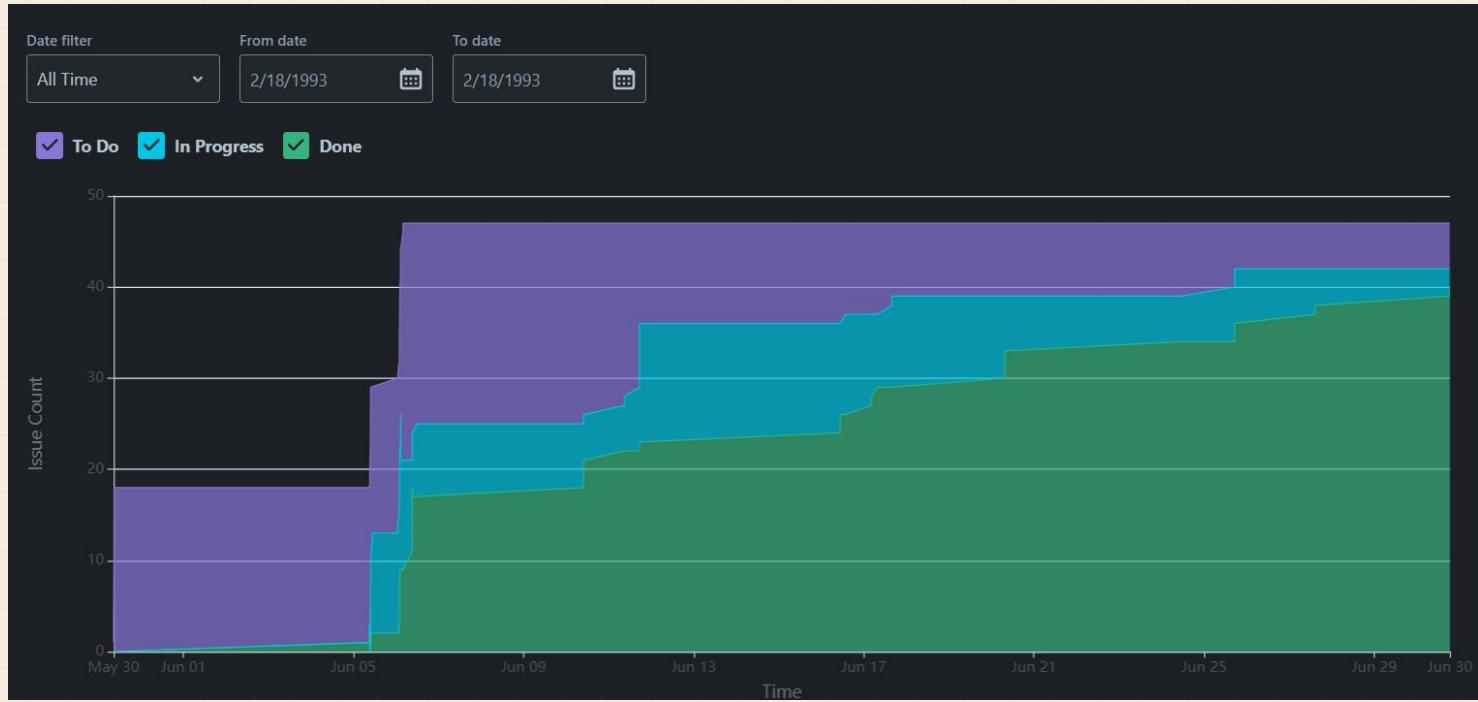
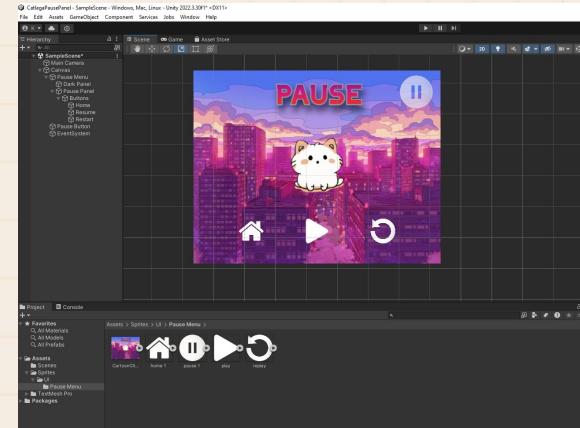
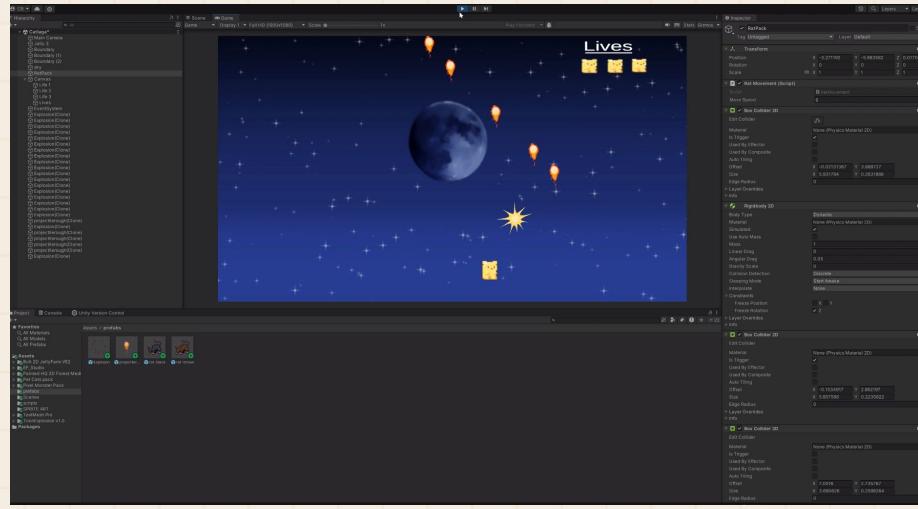


Image Updates!





Thanks!

