Catlaga Week 2

Group 2- BOOLEAN BABES- Maquenzie, Julia, Jose, Christian, Emily

Our Product Vision

We are implementing Moore's Template, as defined by Geoffrey Moore. This framework consists of a set of guiding questions used by many Fortune 500 companies to steer their projects and strategic directions.

For	Target Customer
Who	Statement of the need or opportunity
The	Product Name
Is a	Product Category
That	Statement of key benefit – that is, compelling reason to buy
Unlike	Primary competitive alternative
Our Product	Statement of primary differentiation

Catlaga Moore's Template

It's for

Arcade gamers and fans of classic shooters and cat fans

Who

Catlaga is seeking challenging gameplay and nostalgic fun

The

Product name: Catlaga

It is A

fixed shooter side scroller game.

That

Test your reflexes and strategic thinking.

Unlike

Other Shooters, Catlaga features unique enemy patterns and a capture mechanics

Our Product

Will deliver an intense, addictive experience that will keep you hooked with cats

01

Revision History

What we've changed since starting *Catlaga*.

Unity's Seat Assignment Feature vs Github

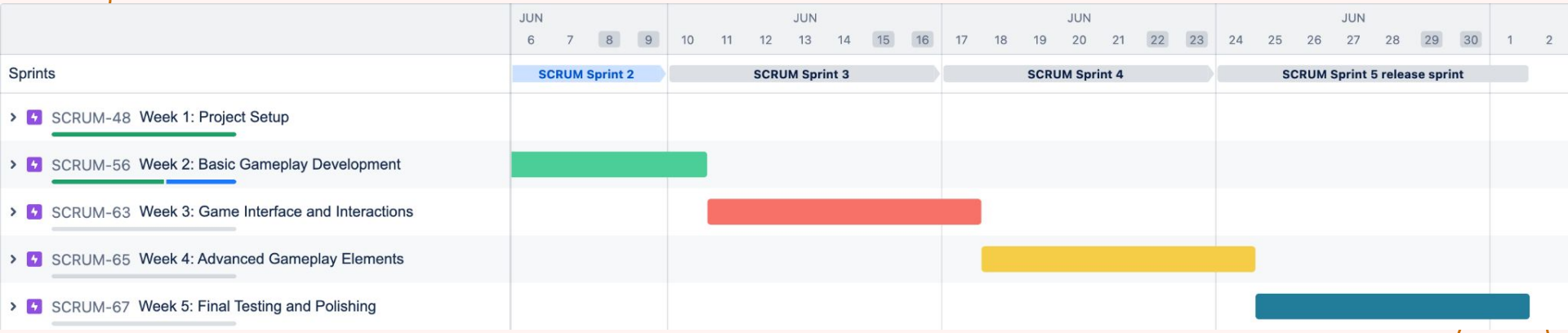
- Unity only allowed for three people to be added to a shared project via three "seats"
- To add more seats, we'd need to purchase it from Unity.
- Using a shared Github repository is free and we can all upload code there instead!
- The repository allows all of us to access the files, and only one person needs to upload it to Unity!

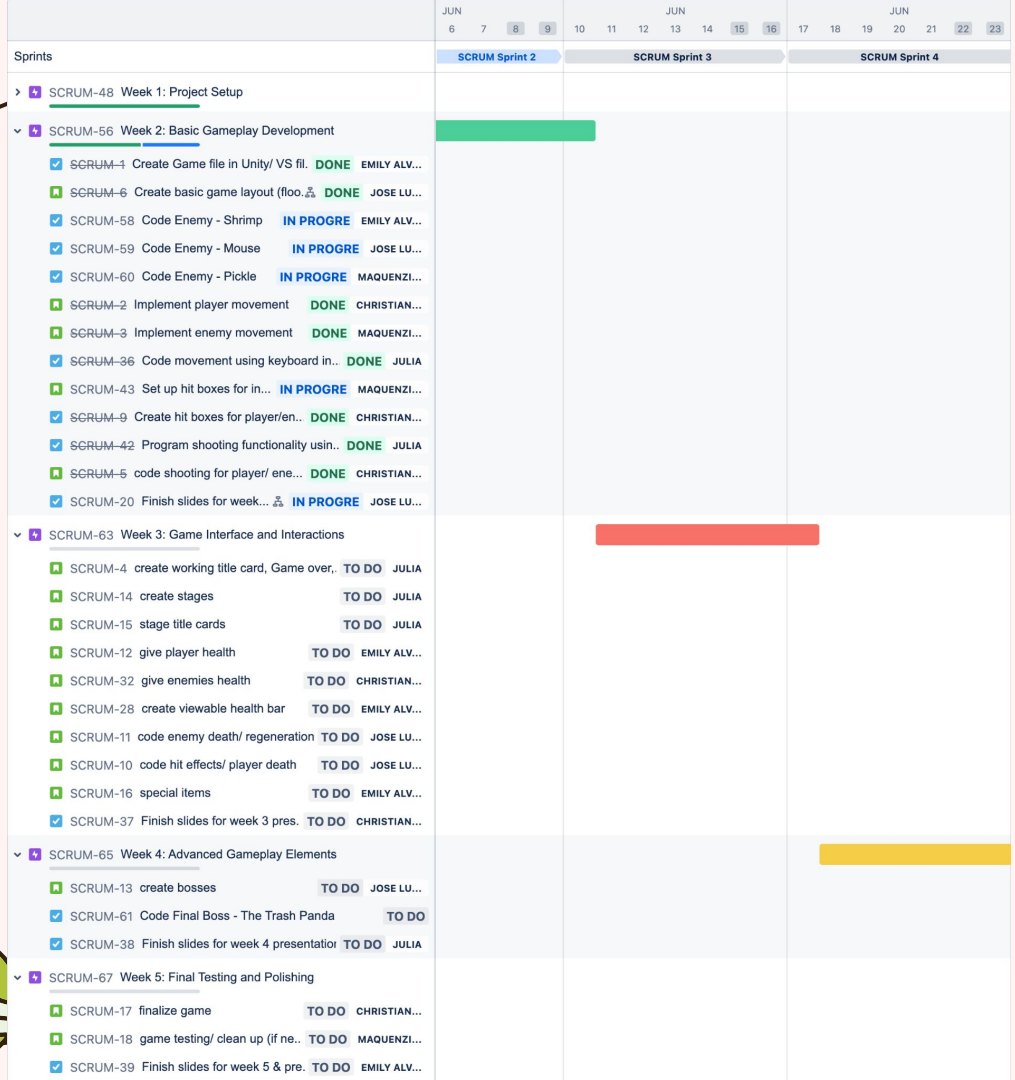
02

Product Roadmap

An outline of our vision, direction, priorities, and progress of *Catlaga* over time

The Roadmap


JUN
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
Sprints
SCRUM Sprint 2
SCRUM Sprint 3
SCRUM Sprint 4
SCRUM Sprint 5 release sprint
SCRUM-48 Week 1: Project Setup
SCRUM-56 Week 2: Basic Gameplay Development
SCRUM-63 Week 3: Game Interface and Interactions
SCRUM-65 Week 4: Advanced Gameplay Elements
SCRUM-67 Week 5: Final Testing and Polishing

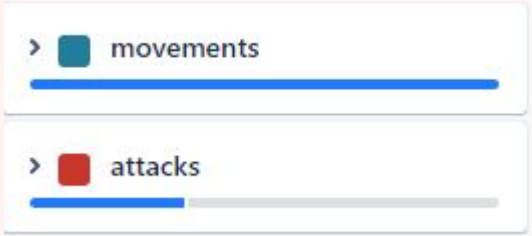

JUN
6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23
Sprints
SCRUM Sprint 2
SCRUM Sprint 3
SCRUM Sprint 4
SCRUM-48 Week 1: Project Setup
SCRUM-56 Week 2: Basic Gameplay Development
SCRUM-1 Create Game file in Unity/ VS fil. DONE EMILY ALV...
SCRUM-6 Create basic game layout (floo. DONE JOSE LU...
SCRUM-58 Code Enemy - Shrimp IN PROGRE EMILY ALV...
SCRUM-59 Code Enemy - Mouse IN PROGRE JOSE LU...
SCRUM-60 Code Enemy - Pickle IN PROGRE MAQUENZI...
SCRUM-2 Implement player movement DONE CHRISTIAN...
SCRUM-3 Implement enemy movement DONE MAQUENZI...
SCRUM-36 Code movement using keyboard in.. DONE JULIA
SCRUM-43 Set up hit boxes for in... IN PROGRE MAQUENZI...
SCRUM-9 Create hit boxes for player/en.. DONE CHRISTIAN...
SCRUM-42 Program shooting functionality usin.. DONE JULIA
SCRUM-5 code shooting for player/ ene... DONE CHRISTIAN...
SCRUM-20 Finish slides for week... IN PROGRE JOSE LU...
SCRUM-63 Week 3: Game Interface and Interactions
SCRUM-4 create working title card, Game over, TO DO JULIA
SCRUM-14 create stages TO DO JULIA
SCRUM-15 stage title cards TO DO JULIA
SCRUM-12 give player health TO DO EMILY ALV...
SCRUM-32 give enemies health TO DO CHRISTIAN...
SCRUM-28 create viewable health bar TO DO EMILY ALV...
SCRUM-11 code enemy death/ regeneration TO DO JOSE LU...
SCRUM-10 code hit effects/ player death TO DO JOSE LU...
SCRUM-16 special items TO DO EMILY ALV...
SCRUM-37 Finish slides for week 3 pres. TO DO CHRISTIAN...
SCRUM-65 Week 4: Advanced Gameplay Elements
SCRUM-13 create bosses TO DO JOSE LU...
SCRUM-61 Code Final Boss - The Trash Panda TO DO
SCRUM-38 Finish slides for week 4 presentatior TO DO JULIA
SCRUM-67 Week 5: Final Testing and Polishing
SCRUM-17 finalize game TO DO CHRISTIAN...
SCRUM-18 game testing/ clean up (if ne.. TO DO MAQUENZI...
SCRUM-39 Finish slides for week 5 & pre. TO DO EMILY ALV...

03

Product Backlog

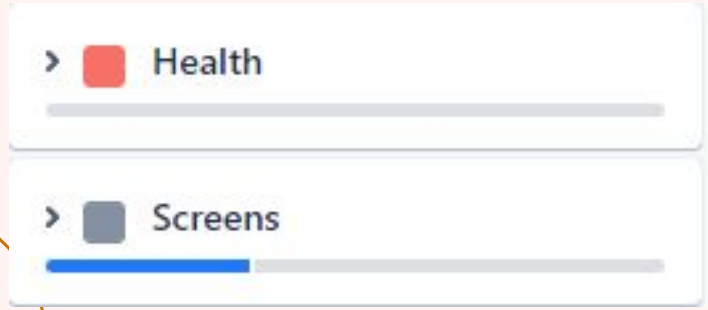
A look at our Jira.

Epics



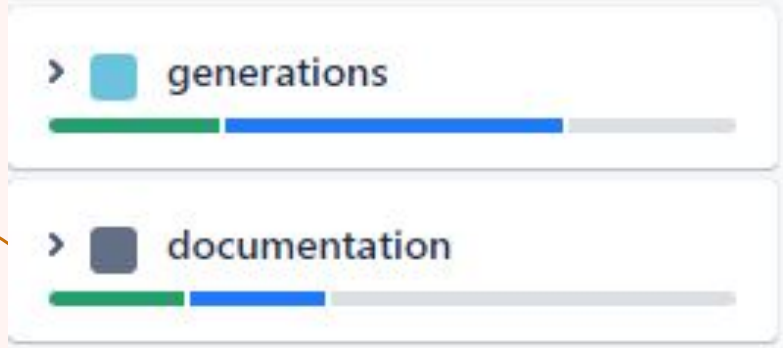
- **Movements:** involves all movement in the game - the way the cat moves, enemies, bosses, projectiles.
- **Attacks:** surrounds the "attack" features of Catlaga - deals with how our cat will be firing hairballs, how the enemies will attack, & how the hairballs will interact with other enemies.

Epics



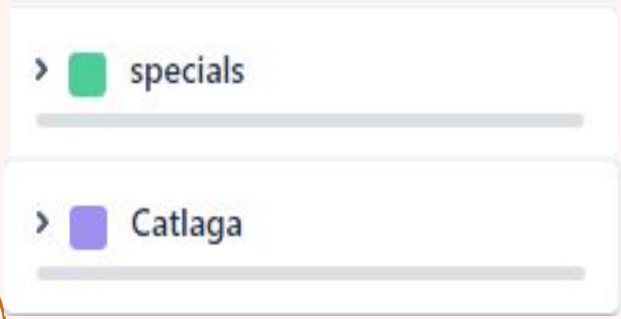
- **Health:** for the health of our sprites- A way to keep track of our cat's health and the enemies health. Health levels must increase or decrease, depending on the attack and/or special items.
- **Screens:** involves creating the different screens and cards for Catlaga- a title screen, pause screen, end screen, opening screen, etc.

Epics



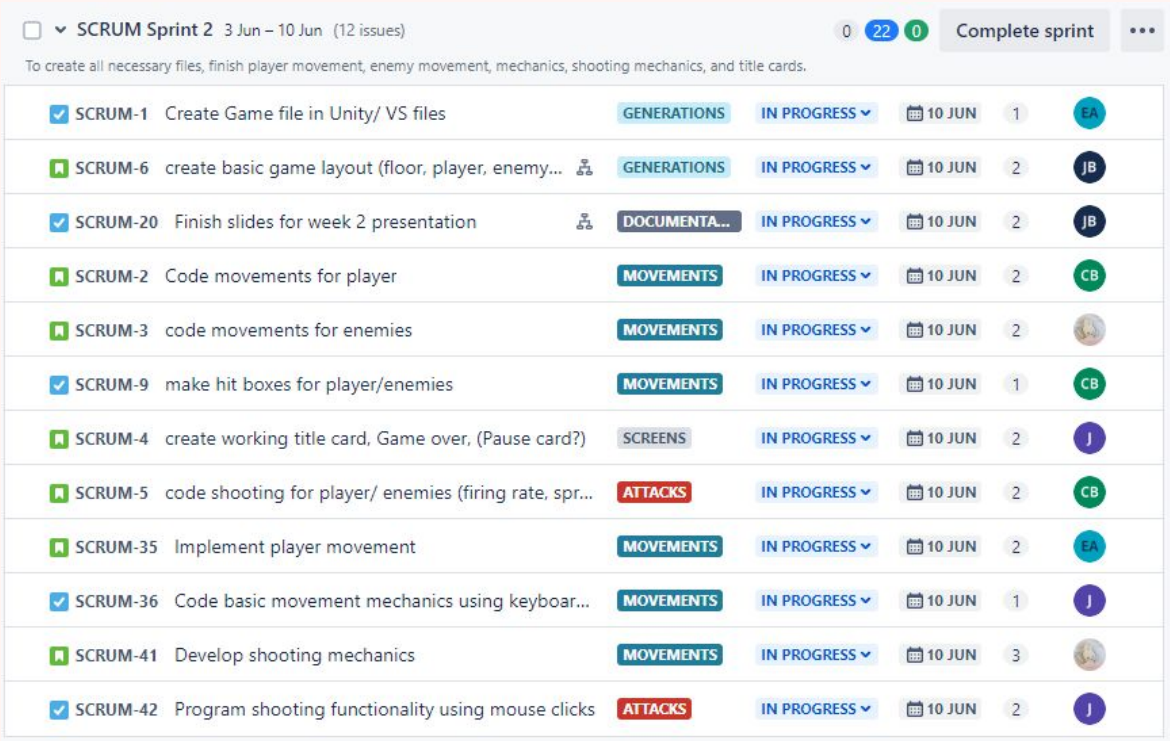
- **Generations:** involves how the game will be generated- the creation of files, etc.
- **Documentation:** for classwork- constantly adding to our reports and updating our presentation.

Epics



- **Specials:** used for Catlaga's special features and special items- power ups, debuffs, specific bosses and their traits.
- **Catlaga:** 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.

Sprint 2 (Current Sprint)



SCRUM Sprint 2 3 Jun – 10 Jun (12 issues) 0 22 0 Complete sprint

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

SCRUM-1	Create Game file in Unity/ VS files	GENERATIONS	IN PROGRESS	10 JUN	1	EA
SCRUM-6	create basic game layout (floor, player, enemy...	GENERATIONS	IN PROGRESS	10 JUN	2	JB
SCRUM-20	Finish slides for week 2 presentation	DOCUMENTA...	IN PROGRESS	10 JUN	2	JB
SCRUM-2	Code movements for player	MOVEMENTS	IN PROGRESS	10 JUN	2	CB
SCRUM-3	code movements for enemies	MOVEMENTS	IN PROGRESS	10 JUN	2	
SCRUM-9	make hit boxes for player/enemies	MOVEMENTS	IN PROGRESS	10 JUN	1	CB
SCRUM-4	create working title card, Game over, (Pause card?)	SCREENS	IN PROGRESS	10 JUN	2	J
SCRUM-5	code shooting for player/ enemies (firing rate, spr...	ATTACKS	IN PROGRESS	10 JUN	2	CB
SCRUM-35	Implement player movement	MOVEMENTS	IN PROGRESS	10 JUN	2	EA
SCRUM-36	Code basic movement mechanics using keyboar...	MOVEMENTS	IN PROGRESS	10 JUN	1	J
SCRUM-41	Develop shooting mechanics	MOVEMENTS	IN PROGRESS	10 JUN	3	
SCRUM-42	Program shooting functionality using mouse clicks	ATTACKS	IN PROGRESS	10 JUN	2	J

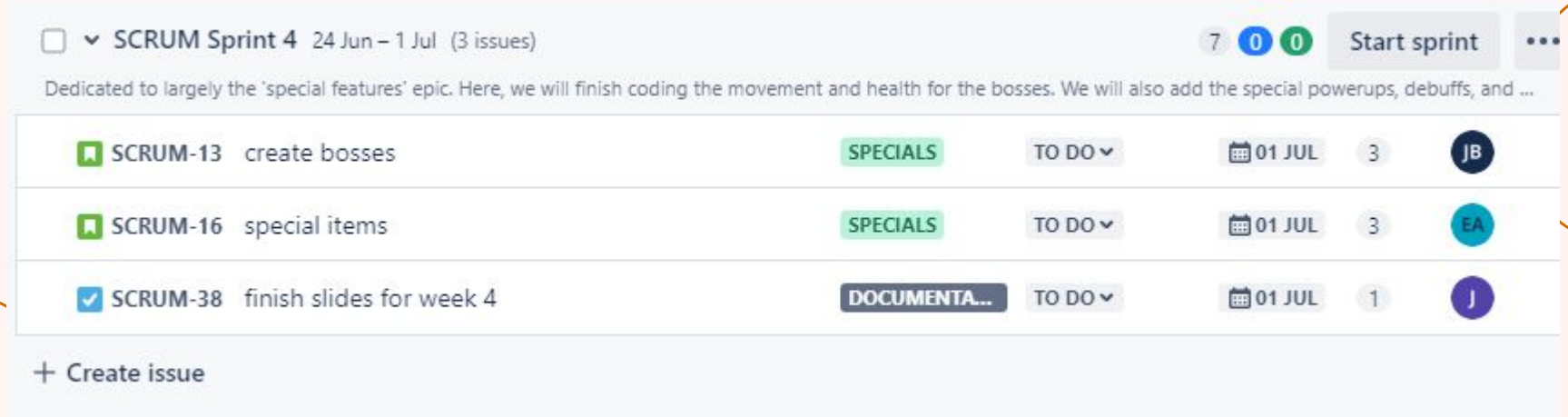
Sprint 3

SCRUM Sprint 3 10 Jun – 17 Jun (10 issues) 20 0 0 Start sprint

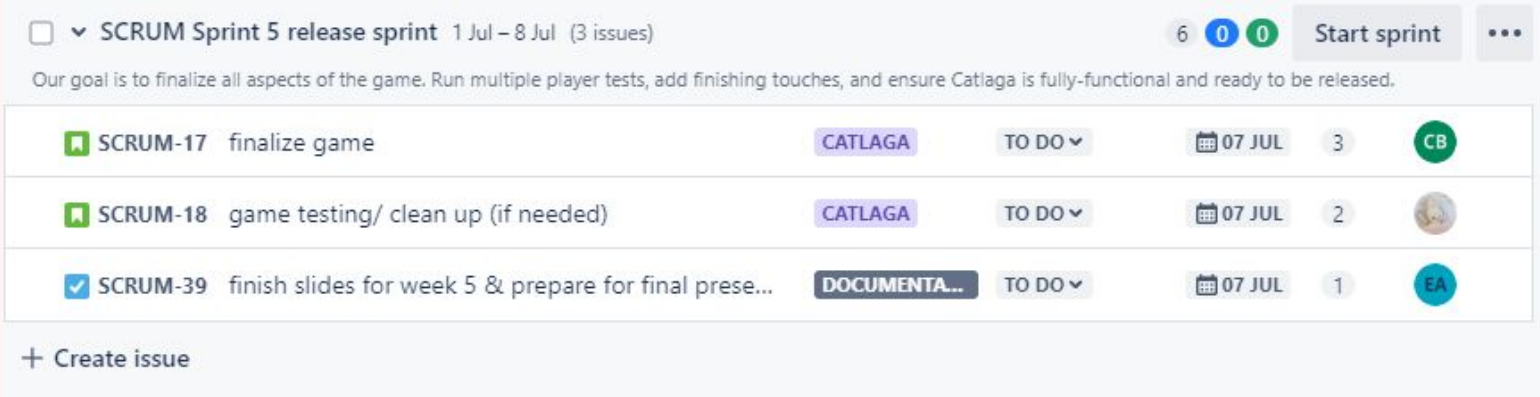
Finish player health, enemy health, death effects, regeneration effects, create stages and title cards, more hitboxes, and finish reports & presentation.

SCRUM-12	give player health	HEALTH	TO DO	17 JUN	2	EA
SCRUM-32	give enemies health	HEALTH	TO DO	17 JUN	2	CB
SCRUM-28	create viewable health bar	SCREENS	TO DO	17 JUN	2	EA
SCRUM-10	code hit effects/ player death	ATTACKS	TO DO	17 JUN	3	JB
SCRUM-11	code enemy death/ regeneration	ATTACKS	TO DO	17 JUN	3	JB
SCRUM-14	create stages	GENERATIONS	TO DO	17 JUN	2	J
SCRUM-15	stage title cards	SCREENS	TO DO	17 JUN	2	J
SCRUM-37	Finish slides for week 3	DOCUMENTA...	TO DO	17 JUN	1	CB
SCRUM-43	Set up hit boxes for interaction	ATTACKS	TO DO	17 JUN	1	
SCRUM-44	Create and test hit boxes for player and enemies.	ATTACKS	TO DO	17 JUN	2	

Sprint 4


SCRUM Sprint 4 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 ...
SCRUM-13 create bosses
SPECIALS
TO DO
01 JUL
3
JB
SCRUM-16 special items
SPECIALS
TO DO
01 JUL
3
EA
SCRUM-38 finish slides for week 4
DOCUMENTA...
TO DO
01 JUL
1
J
+ Create issue

Sprint 5


SCRUM Sprint 5 release sprint 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

04

Release Plan

Releasing

Our Goal

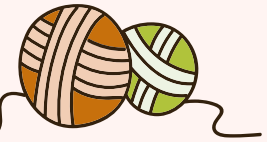
To create a fully functional product that seamlessly incorporates both Galaga and cats into something engaging.

Release Date

Will be set on the same day as our final presentation, July 8th.

Team Velocity

Currently is as predicted in our Jira. As such, we are using a total of 5 week-long sprints to eventually release *Catlaga*.



How are we going to make this release possible?

Highest Priority User Stories

Towards the end of the last sprint, all of our developers will focus on completing the *finalize game* and *game testing/ cleanup* story to ensure we are the releasing the best version of *Catlaga*.

Adhering to our Jira

We've meticulously laid out our epics and stories on Jira. Following the completion of each sprint and not skipping over any will help us release our game in a timely manner!

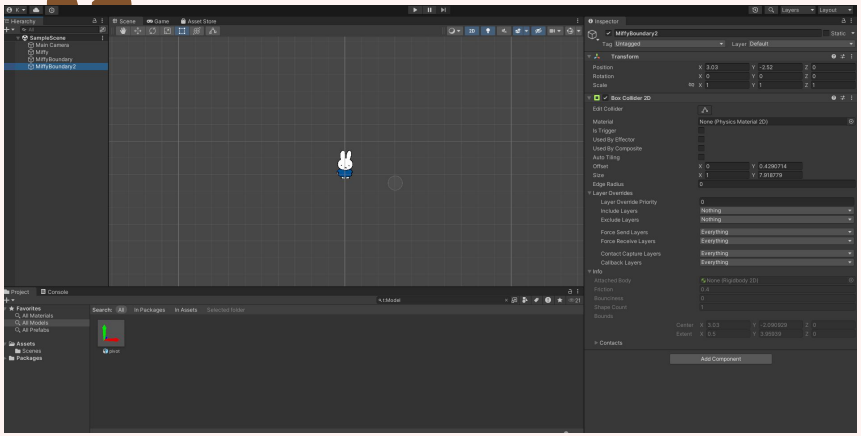
Team Communication

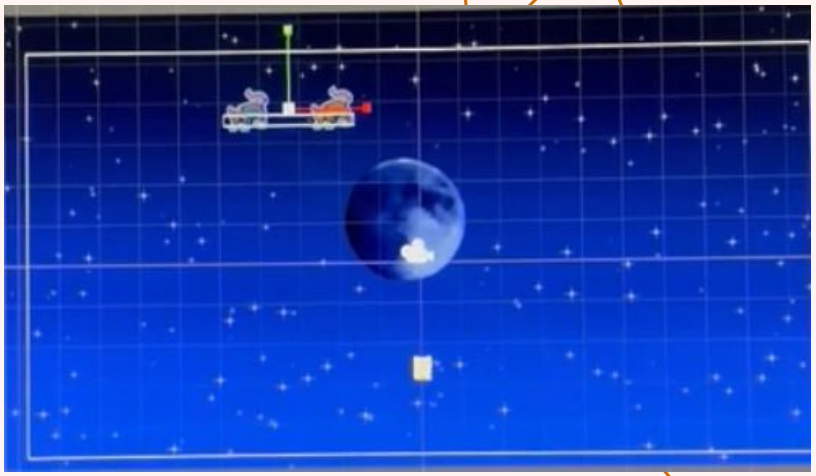
As a team, we need to hold each other accountable for our work to ensure we stay on track. We will continue to communicate daily to ensure each developer is completing their assigned tasks.

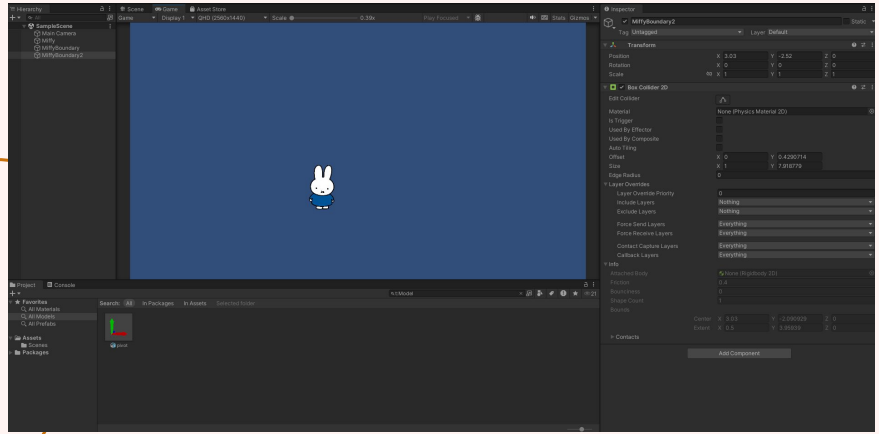
05

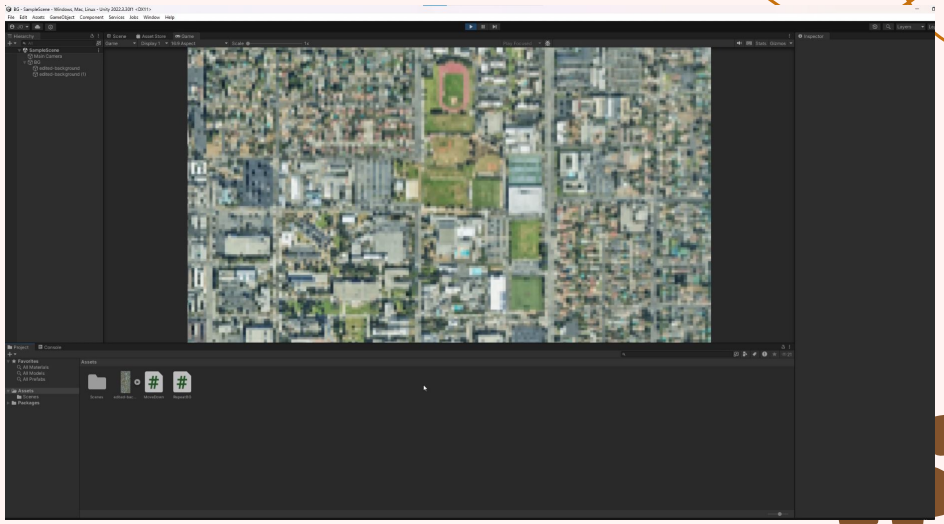
Image Updates

Photos of what we've worked on after our 2nd sprint.











Catlaga Week 3

Group 2- BOOLEAN BABES- Maquenzie, Julia, Jose, Christian, Emily

01

Sprint Plan

Sprint planning inputs, sprint planning, spring planning outputs

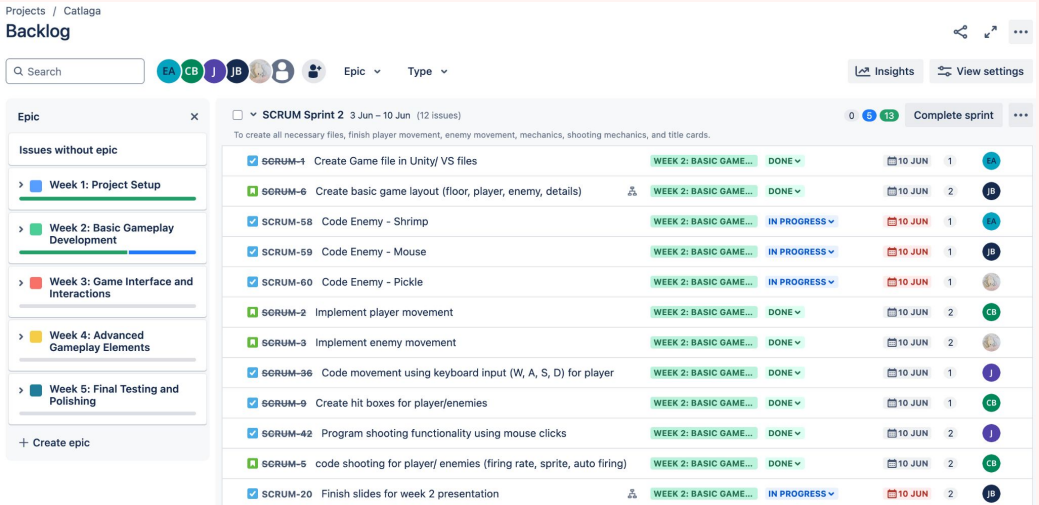
Sprint Planning

Please allow us to show you our Jira!
https://juliagomez2104.atlassian.net/jira/software/projects/SCRUM/boards/1/backlog?epics=visible

Sprint Planning in Jira

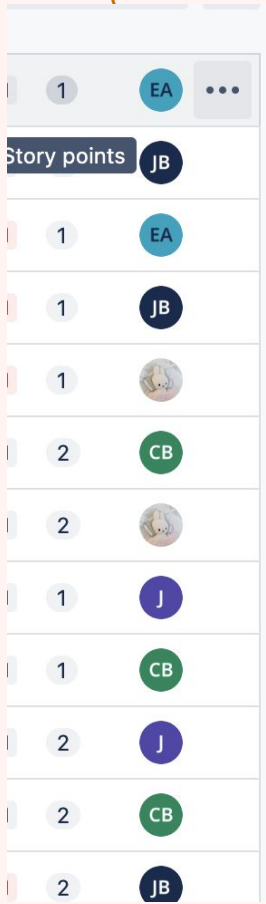
Backlog

The backlog is a list of tasks or stories ranked by importance that our team plans to tackle. It's the main guide for sprint planning.



Team Capacity/Velocity

Capacity is essentially how much work our team can manage during a set period, like a sprint. It's often measured by 'velocity,' which looks at the average workload our team has successfully handled in past sprints, usually shown in points.



Sprint Planning

Team Capabilities

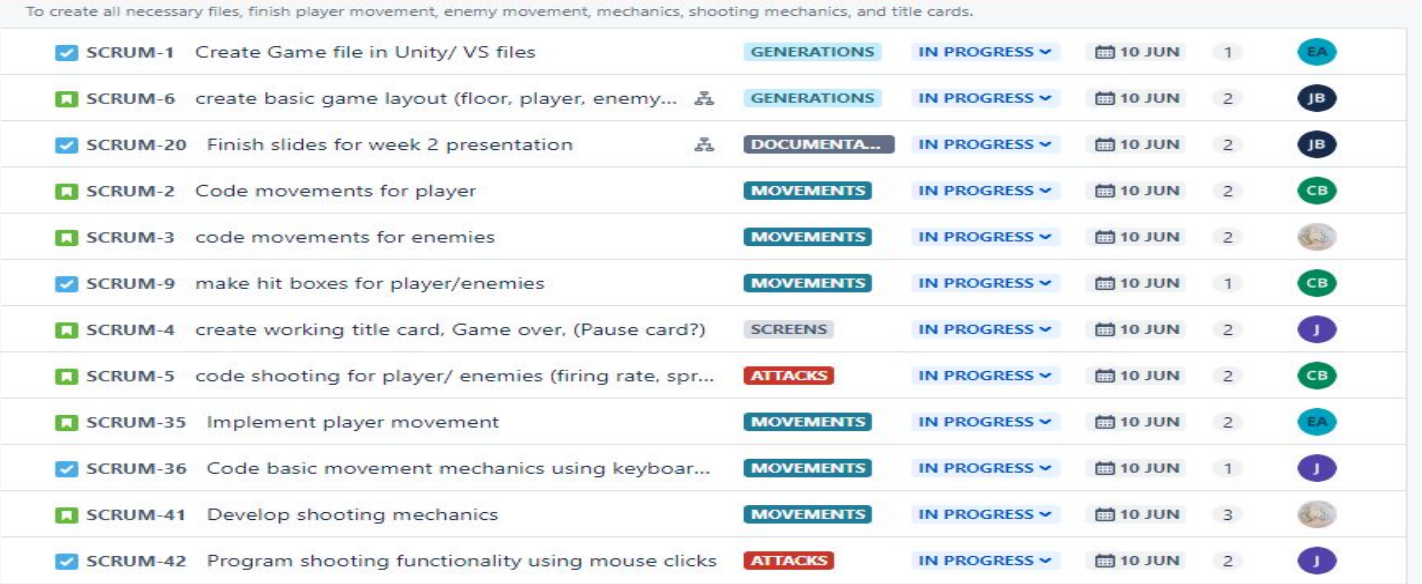
Team capabilities are all about the skills, knowledge, and strengths our team members have. These capabilities play a big role in how well our team can handle tasks and achieve project goals. It's important to know what our team is capable of so we can assign tasks appropriately and set realistic project plans based on our team's actual strengths.

Constraints

Constraints are the restrictions that can affect the range, schedule, and overall success of a project. It's crucial to recognize these constraints to manage a project well and establish achievable and successful goals.

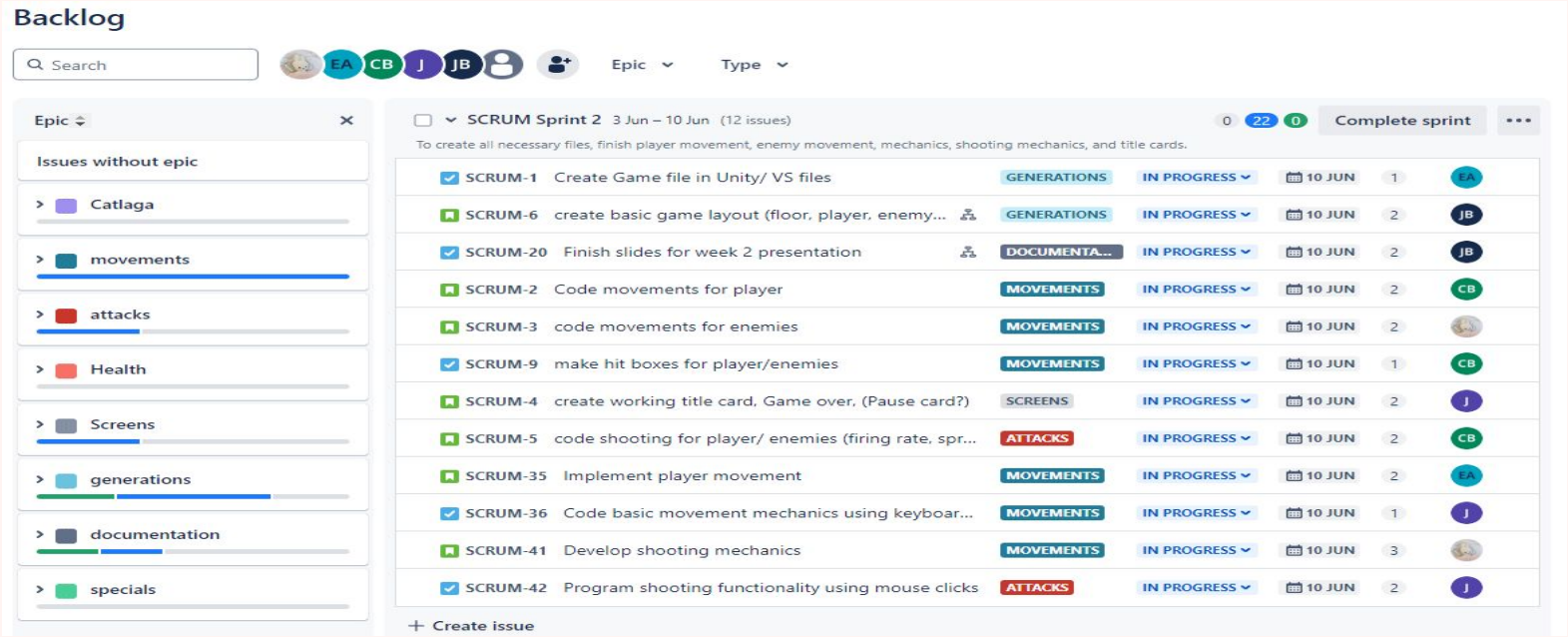
Sprint Plan

This 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 clicks, hitboxes, and title screens/cards.



Sprint Planning Inputs

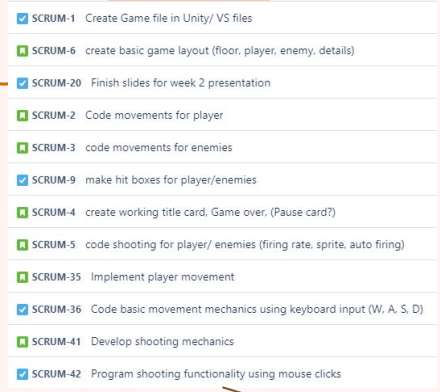
This is a screenshot of our backlog for our current sprint. In creating this sprint, we also considered our team velocity/capacity. As developers, we understand that there are only five of us. That being said, we made sure not to incorporate too much- only the things that were imperative to getting *Catlaga* moving, like movement & mechanics.



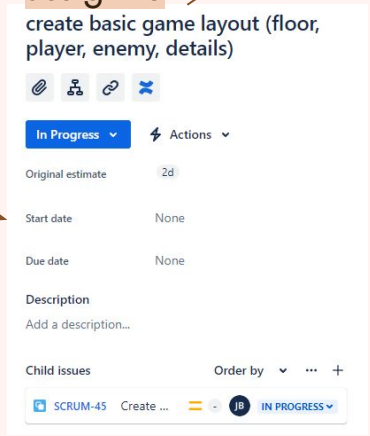
Sprint Planning

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.

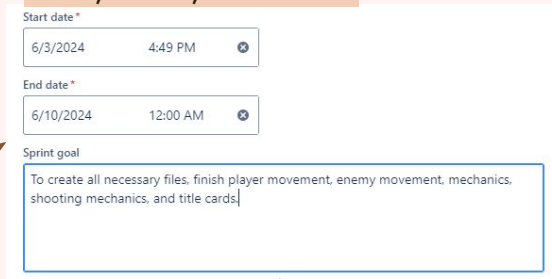
Scrum List



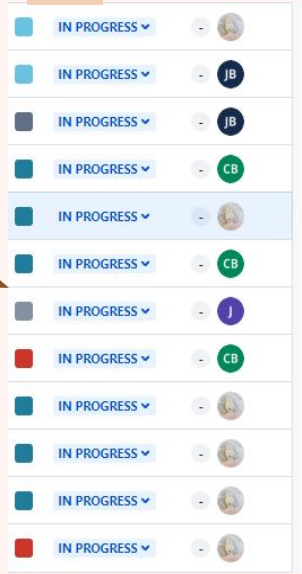
Settings and assign to



Date, Time, and Goal



Progress of the team



Sprint Planning Inputs

SCRUM-1	Create Game file in Unity/ VS files
SCRUM-6	create basic game layout (floor, pla...
SCRUM-20	Finish slides for week 2 presentati...
SCRUM-2	Code movements for player
SCRUM-3	code movements for enemies
SCRUM-9	make hit boxes for player/enemies
SCRUM-4	create working title card, Game over, (...
SCRUM-5	code shooting for player/ enemies (firi...
SCRUM-35	Implement player movement
SCRUM-36	Code basic movement mechanics usi...
SCRUM-41	Develop shooting mechanics
SCRUM-42	Program shooting functionality using ...

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

Shoot projectile & Player Movement

Firing mechanic:

```
// Check if the player presses the "Fire1" button (default is left mouse button)
        if (Input.GetButtonDown("Fire1"))
        {
            // Instantiate the projectile at the current position with no rotation
            Instantiate(projectilePrefab, transform.position, Quaternion.identity);
        }
```

Main character movement:

```
void Update()
    {
        // Get the direct horizontal input value (from keyboard or controller)
        hInput = Input.GetAxisRaw("Horizontal");

        // Move the player horizontally based on the input, moveSpeed, and frame time
        transform.Translate(Vector2.right * hInput * moveSpeed * Time.deltaTime);
    }
```

Enemy movement

```
// This method is called every frame
    void Update()
    {
        // Move the rat to the right based on the moveSpeed and frame time

transform.Translate(Vector2.right * moveSpeed * Time.deltaTime);
    }
```

```
// This method is called when the rat collides with another collider
    private void OnTriggerEnter2D(Collider2D collision)
    {
        // Check if the rat collides with an object tagged as "Boundary"
        if (collision.gameObject.tag == "Boundary")
        {
            // Move the rat down by 1 unit on the y-axis
            transform.position = new Vector3(transform.position.x, transform.position.y - 1, transform.position.z);
            // Reverse the movement direction by inverting the moveSpeed
            moveSpeed *= -1;
        }
```

Enemy Firing

```
// This class controls the spawning behavior of enemy projectiles in the game
public class projectileSpawner : MonoBehaviour
{
    // Prefab of the enemy projectile to be instantiated
    public GameObject enemyProjectile;

    // Timer to control the spawning interval
    public float spawnTimer;

    // Maximum and minimum time intervals for spawning projectiles
    public float spawnMax = 3;
    public float spawnMin = 1;
```

```
void Start()
    {
        // Set the initial spawn timer to a random value between spawnMin and spawnMax
        spawnTimer = Random.Range(spawnMin, spawnMax);
    }
```

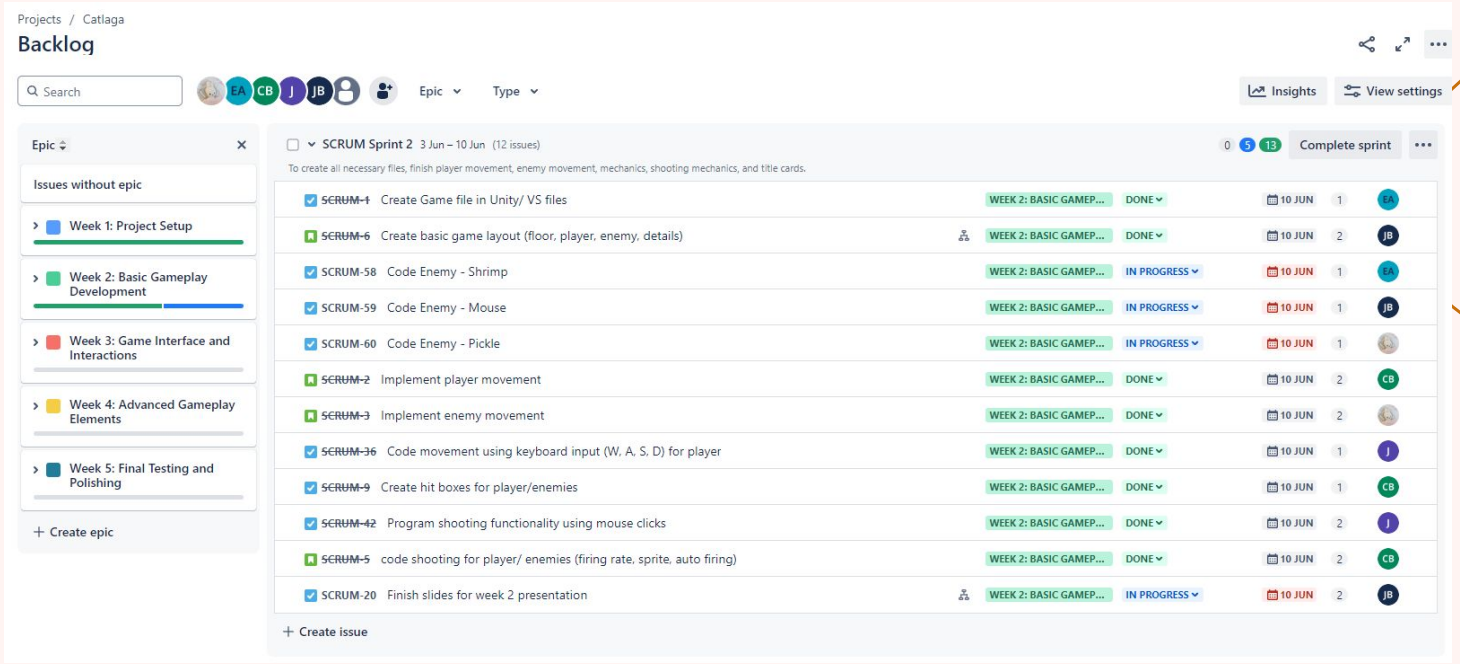
Enemy Firing

```
// This method is called every frame
    void Update()
    {
        // Decrease the spawn timer by the time passed since the last frame
        spawnTimer -= Time.deltaTime;

        // Check if the spawn timer has reached zero or less
        if (spawnTimer <= 0)
        {
            // Instantiate an enemy projectile at the current position with no rotation
            Instantiate(enemyProjectile, transform.position, Quaternion.identity);

            // Reset the spawn timer to a new random value between spawnMin and
spawnMax
            spawnTimer = Random.Range(spawnMin, spawnMax);
        }
```

02

Sprint Execution

Taskboard, Burndown Chart, and Burnup Chart


Projects / Catlaga
Backlog
Search
Epic
Type
Insights
View settings
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
Create epic
SCRUM Sprint 2 3 Jun – 10 Jun (12 issues)
0 5 13
Complete sprint
To create all necessary files, finish player movement, enemy movement, mechanics, shooting mechanics, and title cards.
SCRUM-1 Create Game file in Unity/ VS files WEEK 2: BASIC GAMEP... DONE 10 JUN 1
SCRUM-6 Create basic game layout (floor, player, enemy, details) WEEK 2: BASIC GAMEP... DONE 10 JUN 2
SCRUM-58 Code Enemy - Shrimp WEEK 2: BASIC GAMEP... IN PROGRESS 10 JUN 1
SCRUM-59 Code Enemy - Mouse WEEK 2: BASIC GAMEP... IN PROGRESS 10 JUN 1
SCRUM-60 Code Enemy - Pickle WEEK 2: BASIC GAMEP... IN PROGRESS 10 JUN 1
SCRUM-2 Implement player movement WEEK 2: BASIC GAMEP... DONE 10 JUN 2
SCRUM-3 Implement enemy movement WEEK 2: BASIC GAMEP... DONE 10 JUN 2
SCRUM-36 Code movement using keyboard input (W, A, S, D) for player WEEK 2: BASIC GAMEP... DONE 10 JUN 1
SCRUM-9 Create hit boxes for player/enemies WEEK 2: BASIC GAMEP... DONE 10 JUN 1
SCRUM-42 Program shooting functionality using mouse clicks WEEK 2: BASIC GAMEP... DONE 10 JUN 2
SCRUM-5 code shooting for player/ enemies (firing rate, sprite, auto firing) WEEK 2: BASIC GAMEP... DONE 10 JUN 2
SCRUM-20 Finish slides for week 2 presentation WEEK 2: BASIC GAMEP... IN PROGRESS 10 JUN 2
Create issue

Projects / Catlaga / Reports

Sprint burndown chart

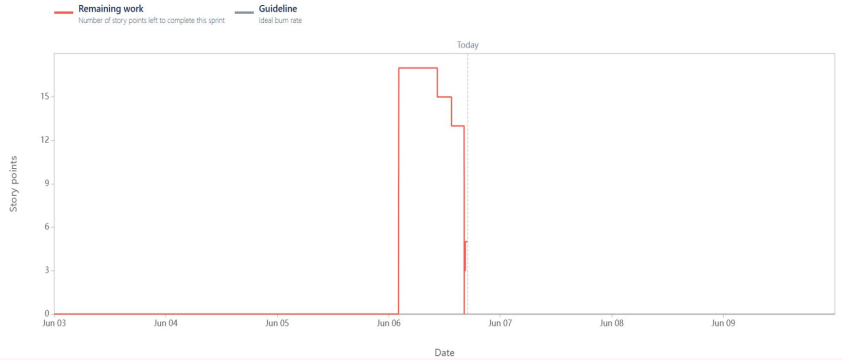
How to read this report

Sprint: SCRUM Sprint 2

Estimation field: Story points

Date - June 3rd, 2024 - June 10th, 2024

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



Projects / Catlaga / Reports

Burnup report

How to read this report

Sprint: SCRUM Sprint 2

Estimation field: Story points

Date - June 3rd, 2024 - June 10th, 2024

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

03

Sprint Review

Shippable functionality, feedback, and more!

Sprint Review

After finishing this week's sprint, we s**howcased 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.

04

Sprint Retrospective

How did are sprint go and how can we improve?

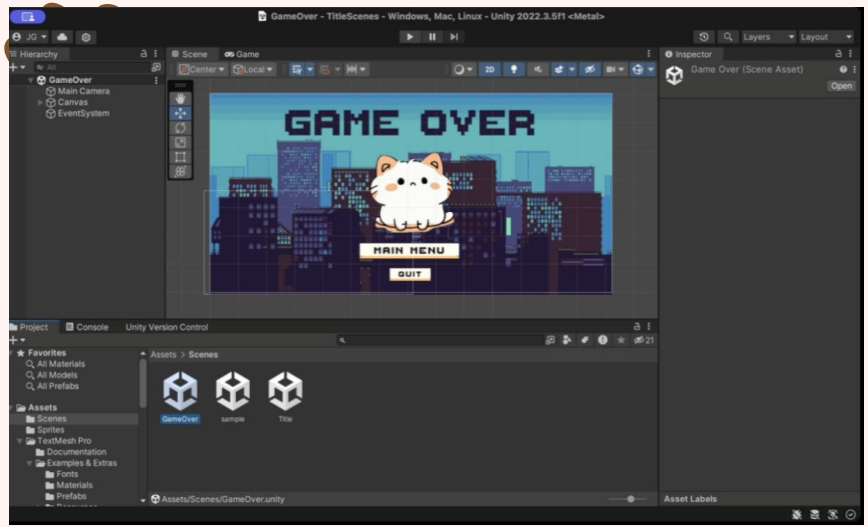
Sprint Retrospective

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.

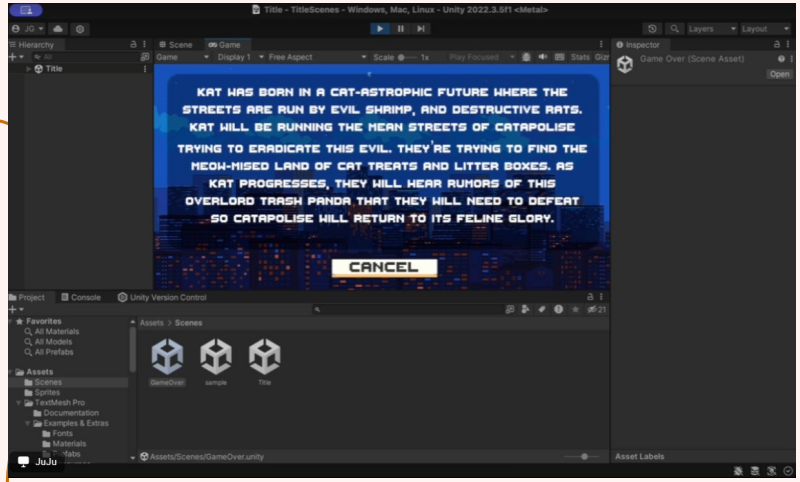
05

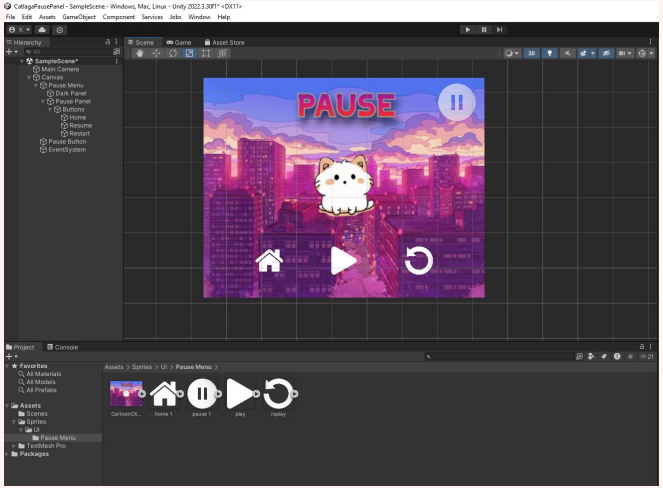
Image Updates

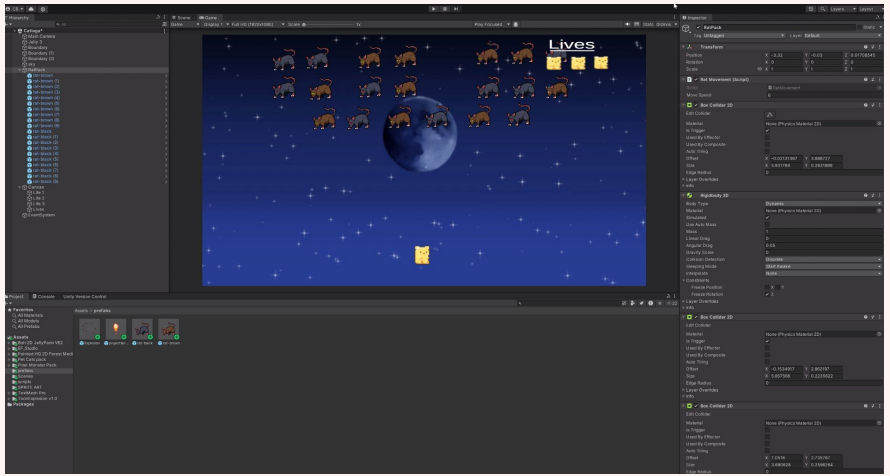
Photos on what we've been working on.

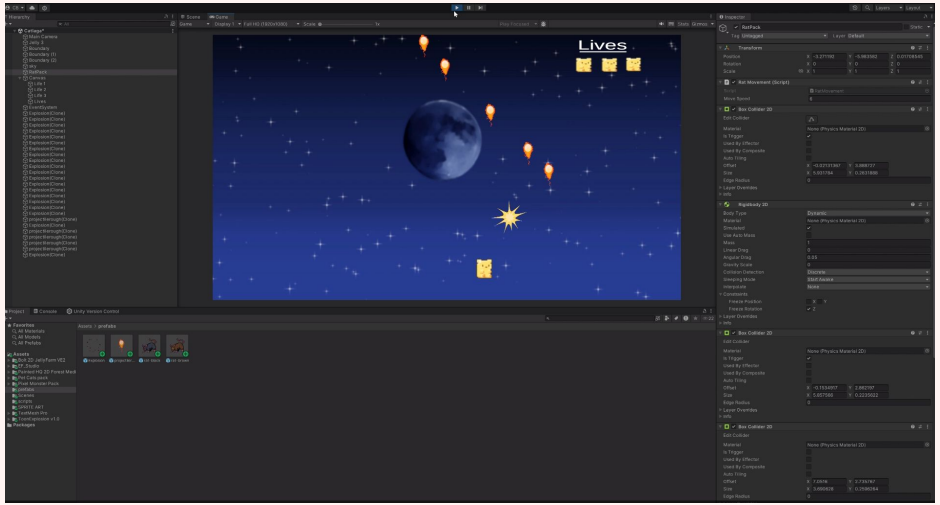

GameOver - TitleScenes - Windows, Mac, Linux - Unity 2022.3.5f1 <Metal>
GAME OVER
MAIN MENU
QUIT


Title - TitleScenes - Windows, Mac, Linux - Unity 2022.3.5f1 <Metal>
CATLAGA!
START
LORE
QUIT


Title - TitleScenes - Windows, Mac, Linux - Unity 2022.3.5f1 <Metal>
KAT WAS BORN IN A CAT-ASTROPHIC FUTURE WHERE THE STREETS ARE RUN BY EVIL SHRIMP, AND DESTRUCTIVE RATS. KAT WILL BE RUNNING THE MEAN STREETS OF CATAPOLISE TRYING TO ERADICATE THIS EVIL. THEY'RE TRYING TO FIND THE MEOW-MISED LAND OF CAT TREATS AND LITTER BOXES. AS KAT PROGRESSES, THEY WILL HEAR RUMORS OF THIS OVERLORD TRASH PANDA THAT THEY WILL NEED TO DEFEAT SO CATAPOLISE WILL RETURN TO ITS FELINE GLORY.
CANCEL


CatlagaPauseScene - SampleScene - Windows, Mac, Linux - Unity 2022.3.30f1* <DX11>
PAUSE


Lives


Lives

Thank you