Catlaga - Report 7

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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.

Sprint Plan

🔖	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.

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.

A. Sprint Planning Inputs

☐ ∨	Scrum Sprint 6 RELEASE Sprint 1 Jul – 8 Jul (7 issues)				0 **13** 0	Start sprint ⋯
	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	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	3	≫ CB
	🔖 SCRUM-71 Developer Playtesting	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	2	^ 🧑
	🔖 SCRUM-75 Put Catlaga on the internet for people to play	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	2	^ J
	🔖 SCRUM-72 Finish slideshow for final presentation	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	1	= HA
	🔖 SCRUM-73 Finish final report	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	1	= JB
	🔖 SCRUM-74 Have Catlaga Ready to submit	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	1	≫ J
	🔖 SCRUM-76 Implement Finishing Touches - bg music, graphics, etc.	WEEK 6: FINISHING UP ...	IN PROGRESS ∨	📅 08 JUL	3	≫ JB
+ Create issue						

Above is our final sprint's backlog. To create this sprint, we've considered our team capacity/velocity. With five people, we can accomplish a lot more than a singular person, though not as much as an entire team of developers. We've also considered our team velocity. As of now, we have caught up with our schedule and are on place to having a successful release for the game. We have developed our final sprint to be reflective of what we can achieve between the five of us given last week's speed.

Adding on, we've also considered our team capabilities and time constraints. Since working together, we've learned that a handful of us are skilled at design. Thus, we can easily

implement changes to game screens, cards, and sprite designs. This gives us more freedom with what we can add in our final sprint. Adding on, we need to acknowledge our time constraint. This is our final week to work on *Catlaga* before the release so everything needs to be prepared before then- our final report, presentation, and source code.

B. Sprint Planning

📗 SCRUM-69   Complete All Aspects of the Game

📗 SCRUM-71   Developer Playtesting

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📗 SCRUM-72   Finish slideshow for final presentation

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📗 SCRUM-74   Have Catlaga Ready to submit

📗 SCRUM-76   Implement Finishing Touches - bg music, graphics, etc.

Original estimate   3d

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

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.

⇟ EA
⇟ JB
⌃ J
⌃ JB
= EA
⌃⌃ CB
= EA
= J   📅 08 JUL

Attached above are the specifics of our current sprint. Our goal for this last week is 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." Above are all of the stories and tasks to make this possible. All stories from previous sprints were completed and now, we are only working with tasks from the final week. Each one has an estimate in days/hours, a start/end date, and a story point estimate. Our 'done' criteria for this week needs to be more than fully functional, but rather something we'd be proud to present.

C. Sprint Planning Outputs

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.

SCRUM-69	Complete All Aspects of the Game
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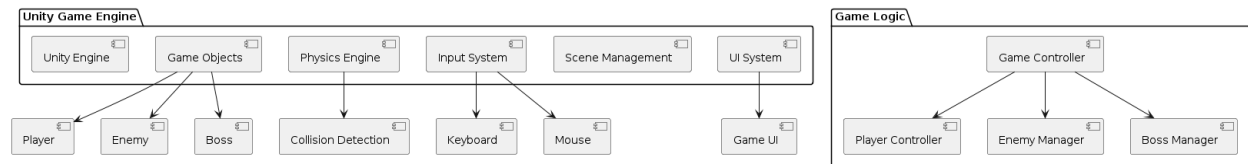*2. Sprint Execution*
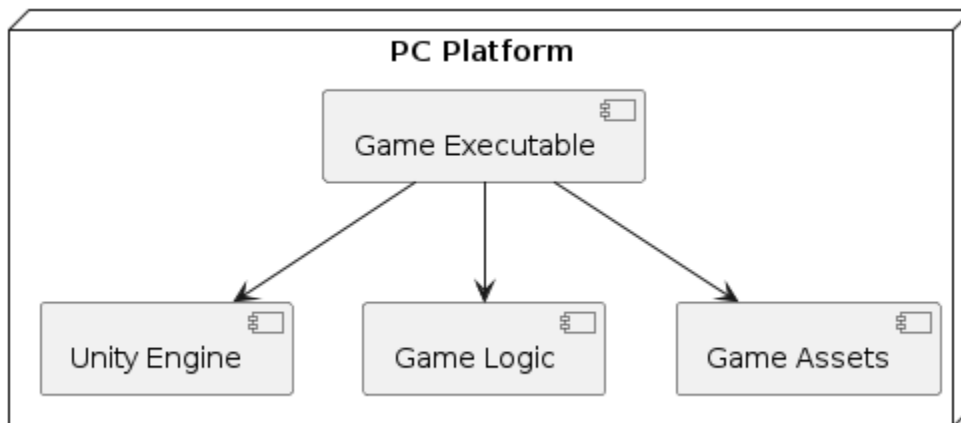**Activity Diagram**
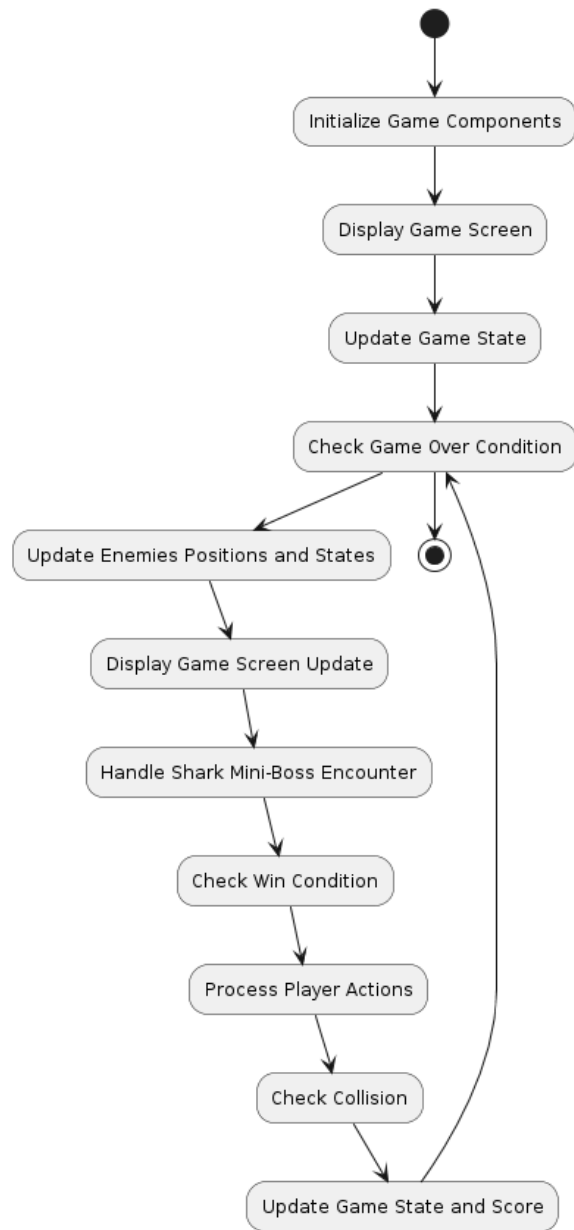
State Diagram
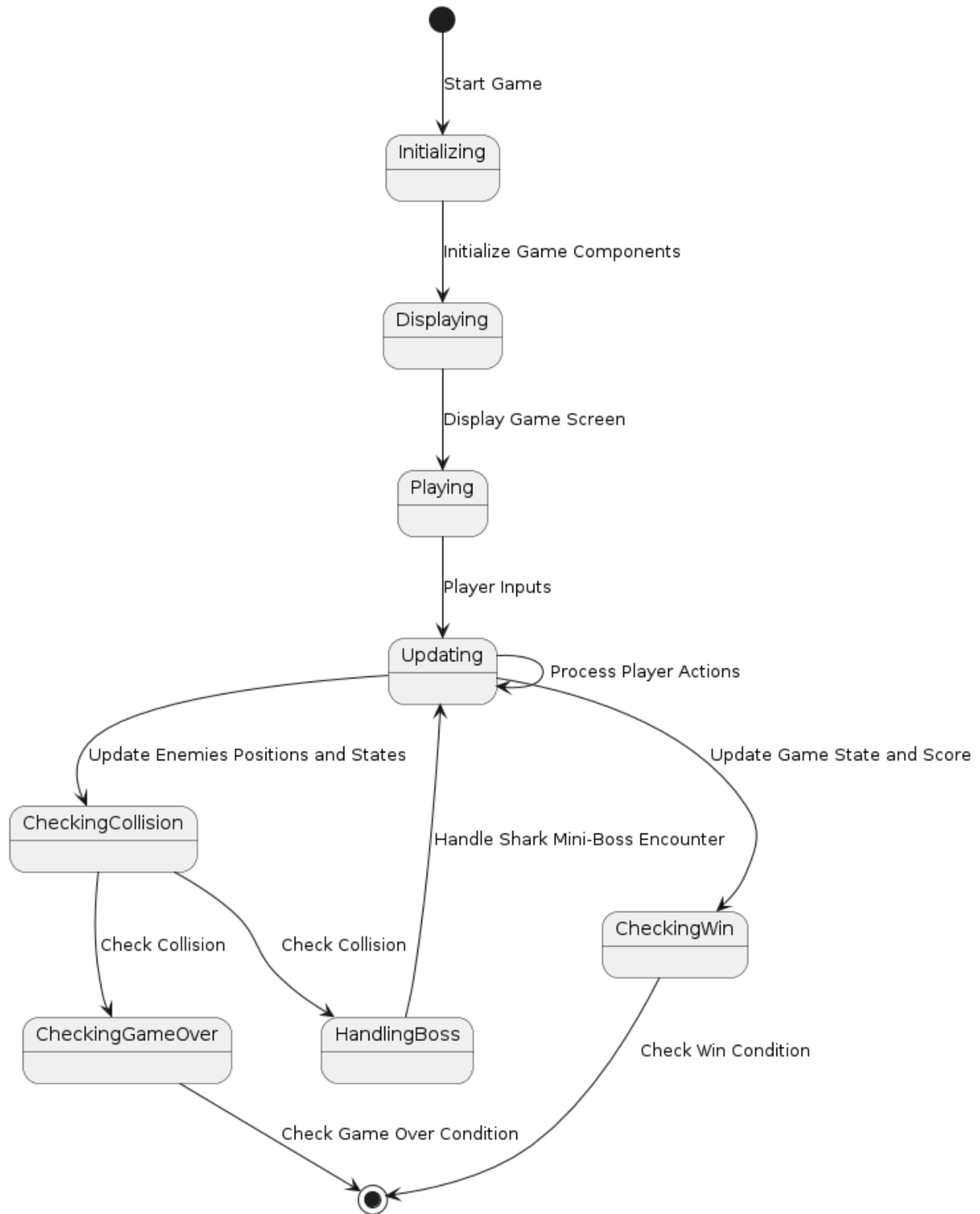
Component diagram
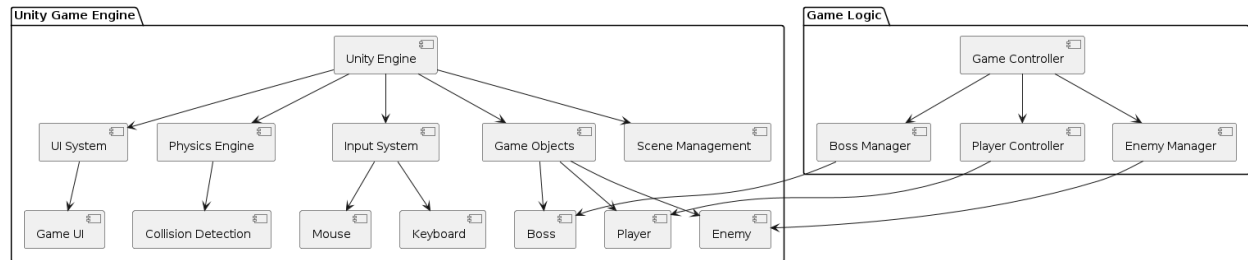
Package Diagram

Deployment Diagram

3. 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

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.

4 B. Agile Scope Management with Agile Artifacts
(1) 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 priors sprint

(2) 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.

> Project roadmap:

WEEKLY OVERVIEWS

01. WEEK 1 — Outline our vision for CATLAGA. Download all necessary software and become familiar with C#.

02. WEEK 2 — Create game files, coding movement, hitboxes, shooting mechanics

03. WEEK 3 — Title cards, health bars, hit effects, deaths, stages, special items

04. WEEK 4 — Bosses, stage title cards

05. WEEK 5 — Finalizing, continue testing, clean ups

06. WEEK 6 — Ensure the game is completely ready for release.

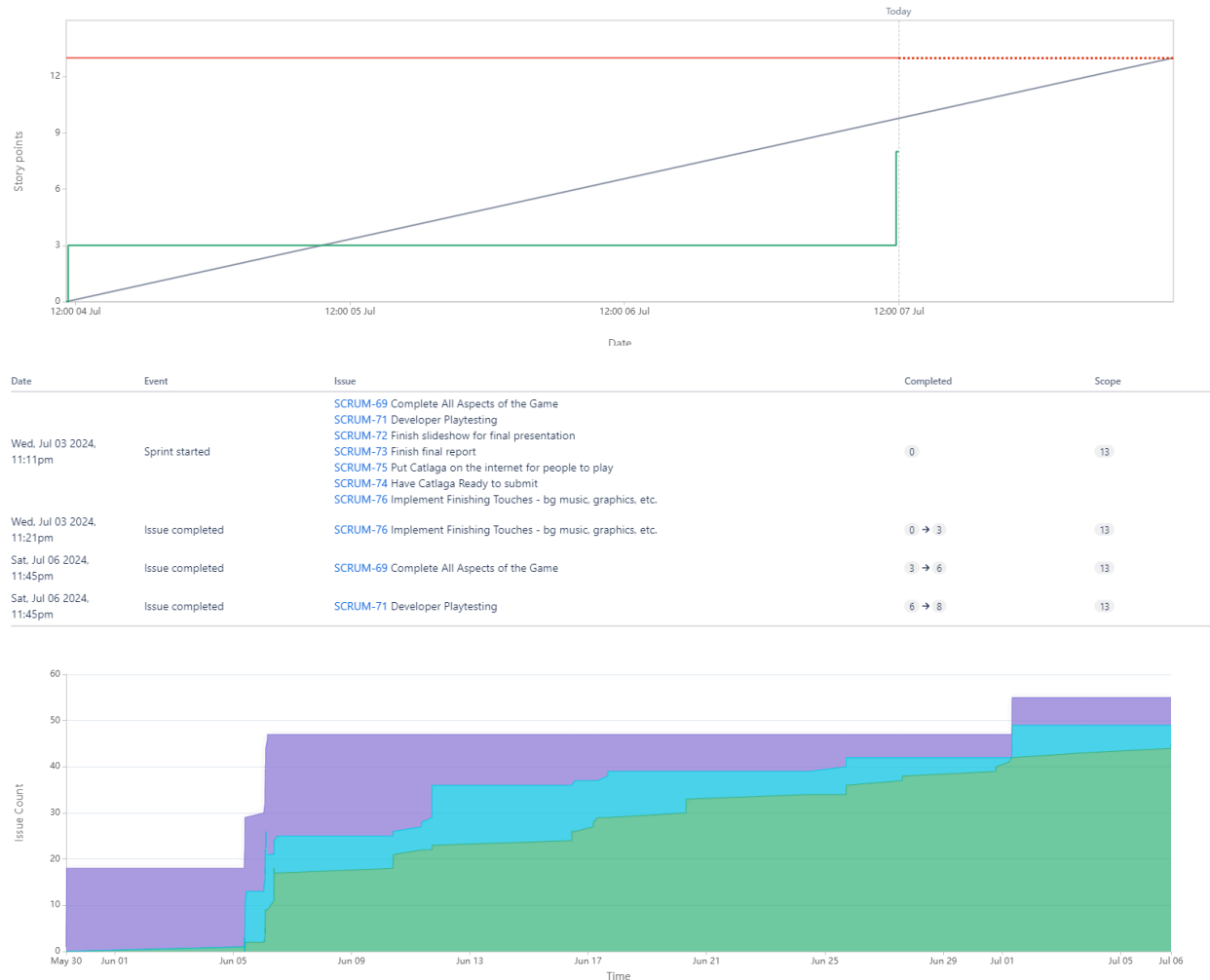(3) stakeholders can suggest a new product feature-
> There have been a number of new features that have been added to the project thanks to the suggestions of stakeholders such as a score counter, overall aesthetics of the project, and enemy mechanics

(4) 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.

4C. Agile Artifacts

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

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

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.

Daily Meeting Minutes

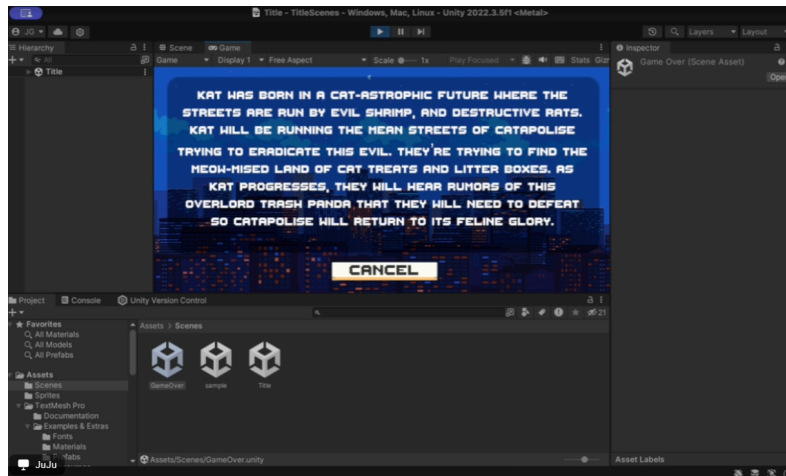| 7/1	No team meeting. (Presentations)
7/2	Update our Jira together. Discuss changing projectile sprites.
7/3	Finalize projectile design, discuss adding music, discuss attributes of a new level, create new stage cards, and update Jira.
7/4	No team meeting (Holiday)

Image Updates
Game Over Screen
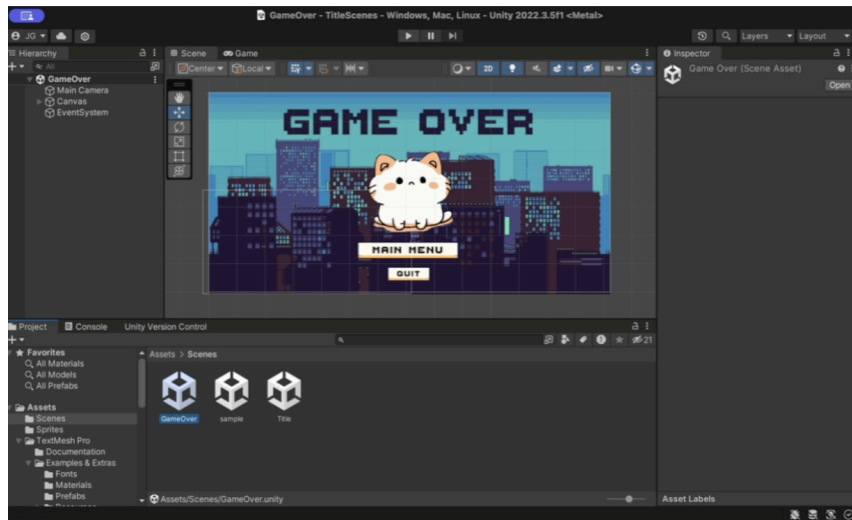
Start Screen

Story Screen

Pause Screen