Catlaga Week 3

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

01

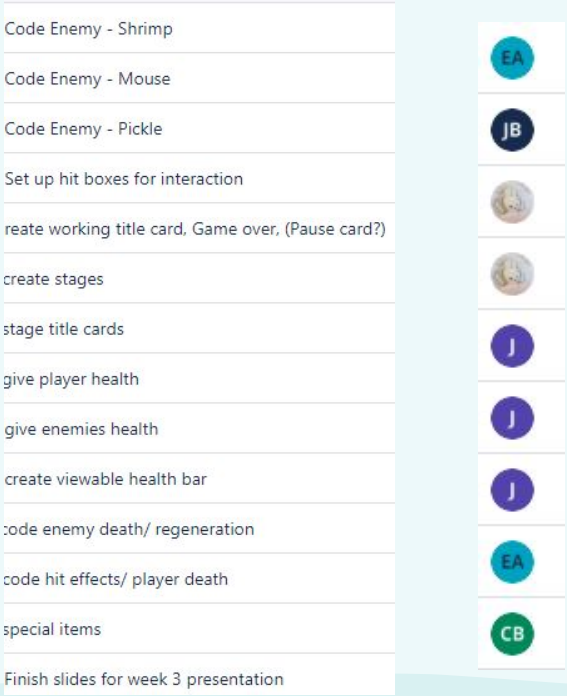
Sprint Plan

A. Sprint Planning Inputs

01

Backlog

To plan our sprint, we've considered a variety of stories/tasks to accomplish our goal.



02

Team Capacity/Velocity

As five people, we can accomplish much more than a single person can in one week. We also have a good measure of how fast our team velocity is and as such, we need to design a sprint reflective of this.

A. Sprint Planning Inputs

03

Team Capabilities

In planning our sprint, we need to be aware of our team's skills. We cannot create tasks that are too difficult or too easy to accomplish.

04

Constraints

For the next sprint, we need to be aware of how much time is left. We're currently on our third sprint out of 5. We may choose to increase our team velocity.

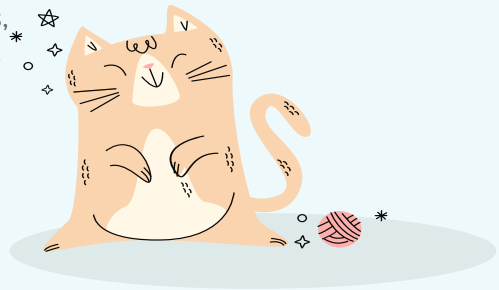
B. Sprint Planning

Sprint Goal

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

User Stories

User stories are generated to help accomplish the goal. Generally takes multiple days.



Estimates

Each task/story is given an estimate, in days/ hours, as to how long it will take to complete.

Acceptance Criteria

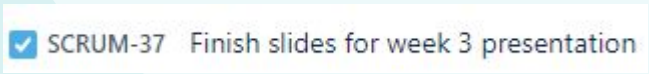
The work produced must be fully-functional, neat, and efficient.

B. Sprint Planning

05

Tasks

Tasks, lasting no longer than a day, are associated with user stories.



06

Task Assignment

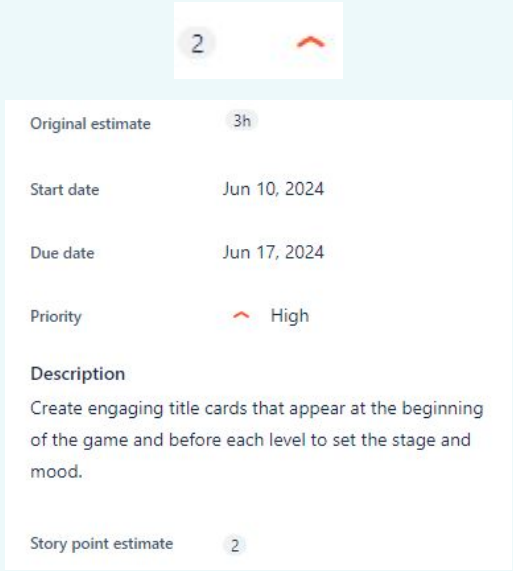
Each task is designed to a developer. Taks are checked to make sure they can be completed during sprints.

C. Sprint Planning Outputs

07

Sprint Goal

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



08

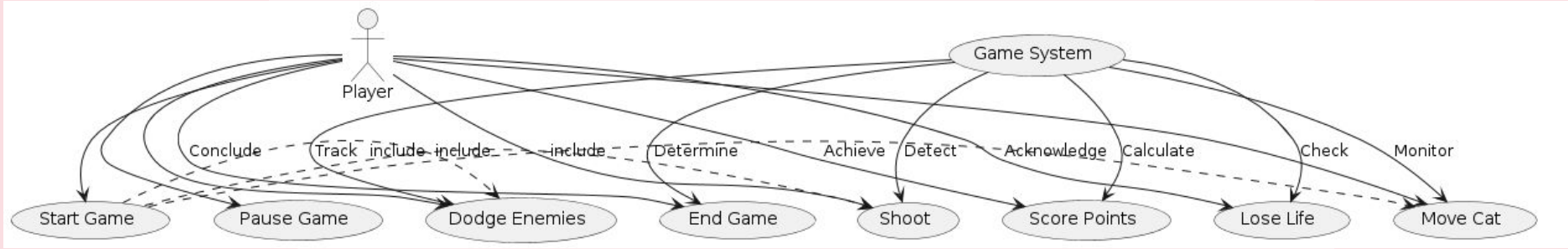
Sprint Backlog

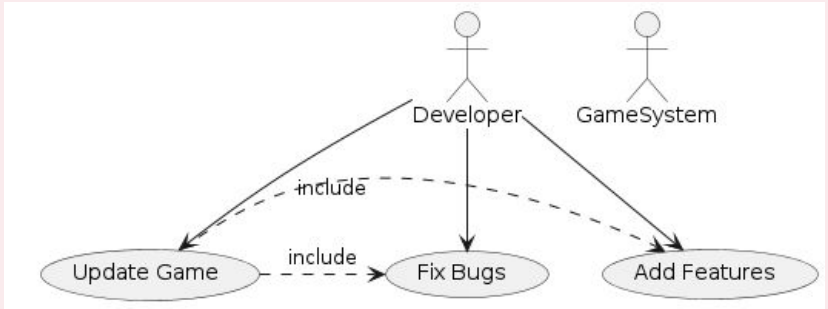
Includes priority list of stories/tasks, effort estimate in story points, and a time estimate in days/hours

02

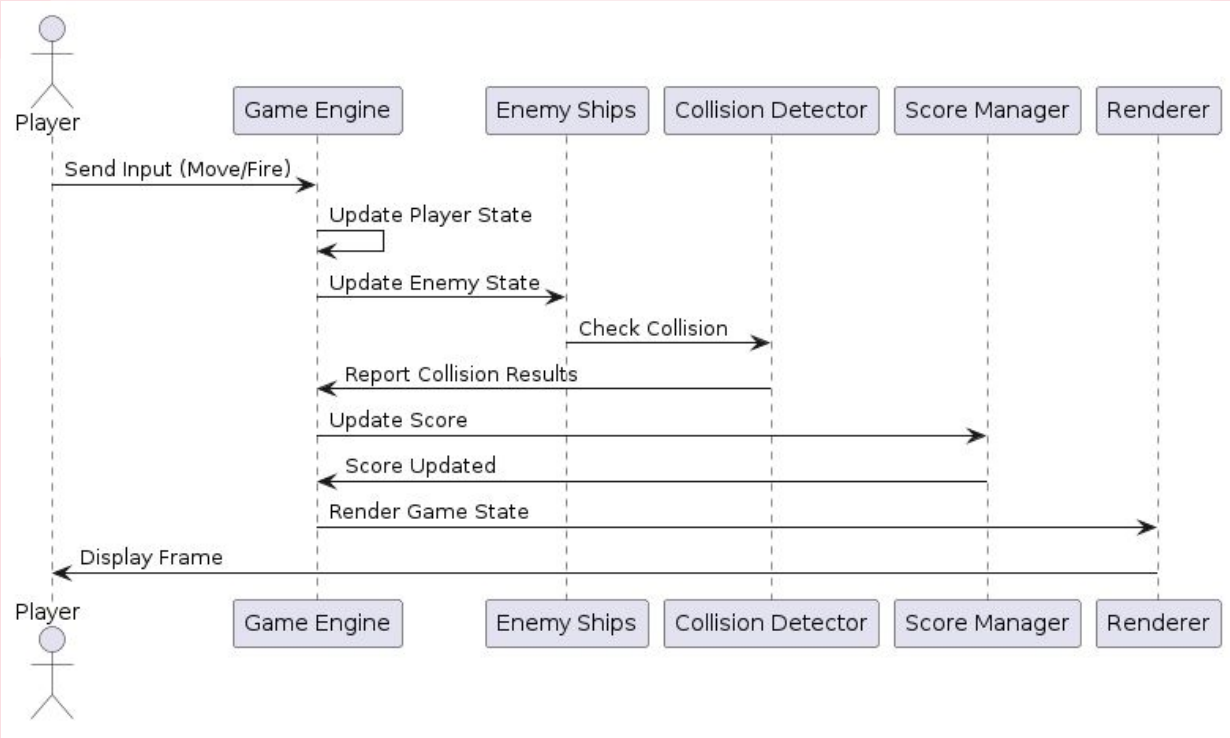
Sprint Execution

Use Case Diagram

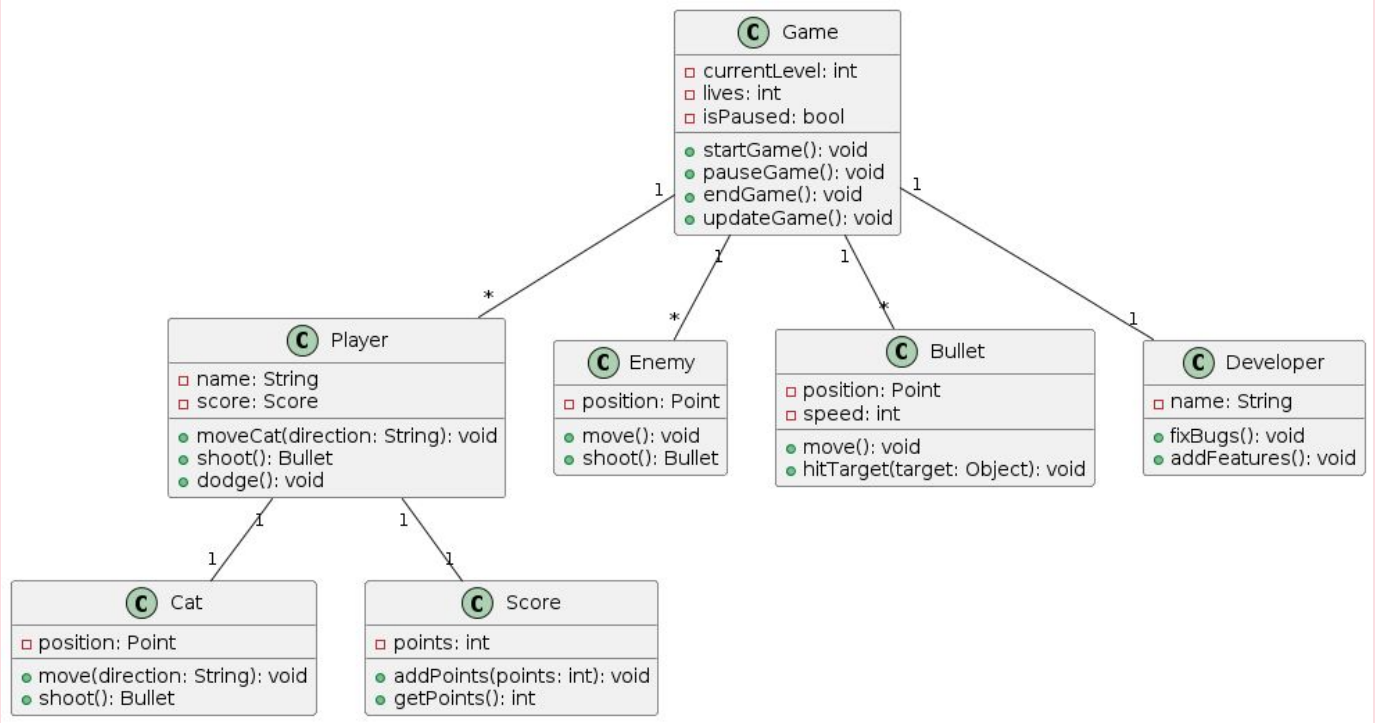




System Level Sequence Diagram



Class Diagram



03

Sprint Review

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.

04

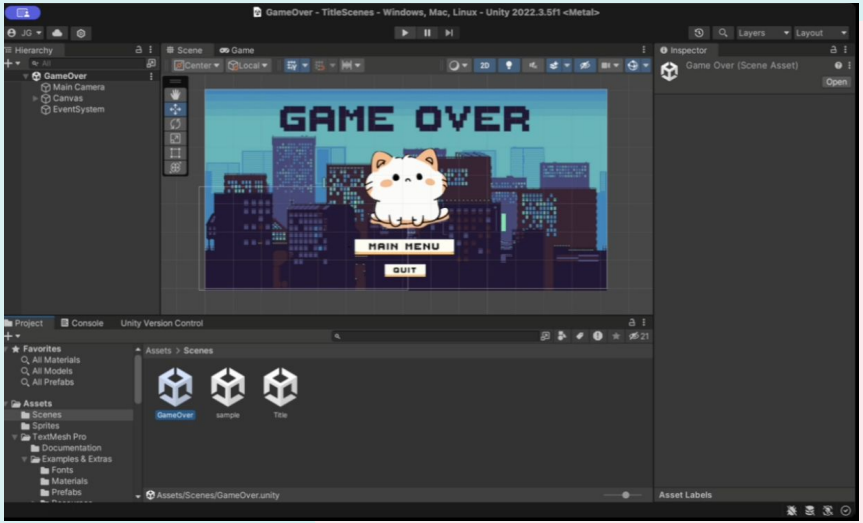
Sprint Retrospective

Sprint Retrospective

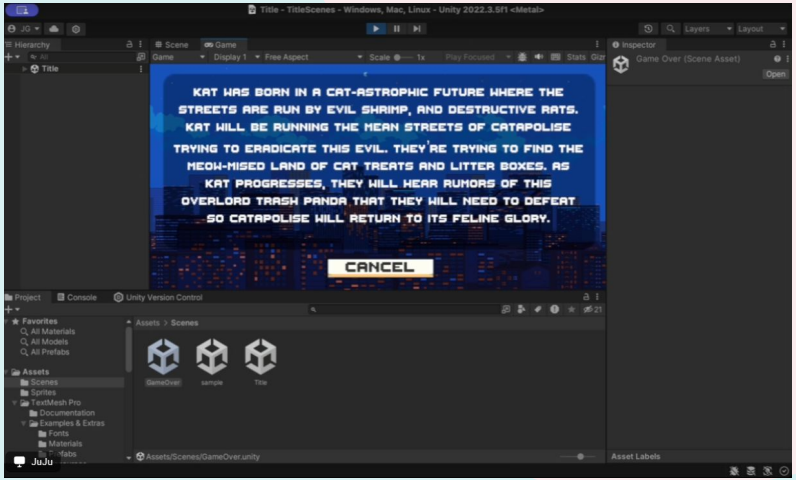
This week's sprint was moderately successful. We were able to set up the working title, pause, and game over screens for the game as well as a mini-boss enemy. We were also able to set up player and enemy health as well as implement effects for when either entity's health is affected. To do better for 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 continue to hopefully do even better next sprint as we get closer to the finalization process.

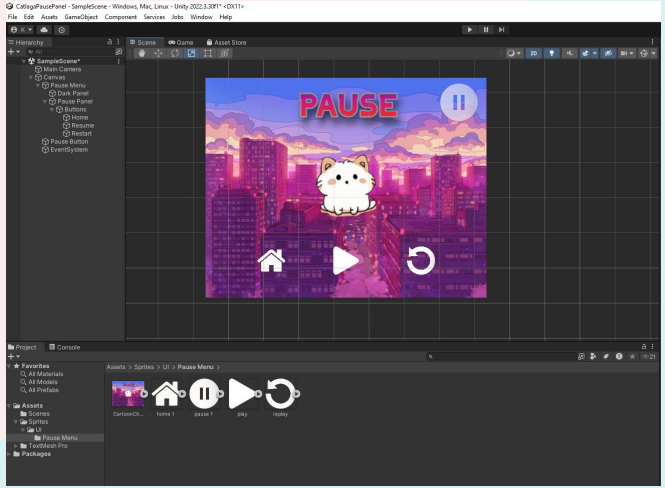
05

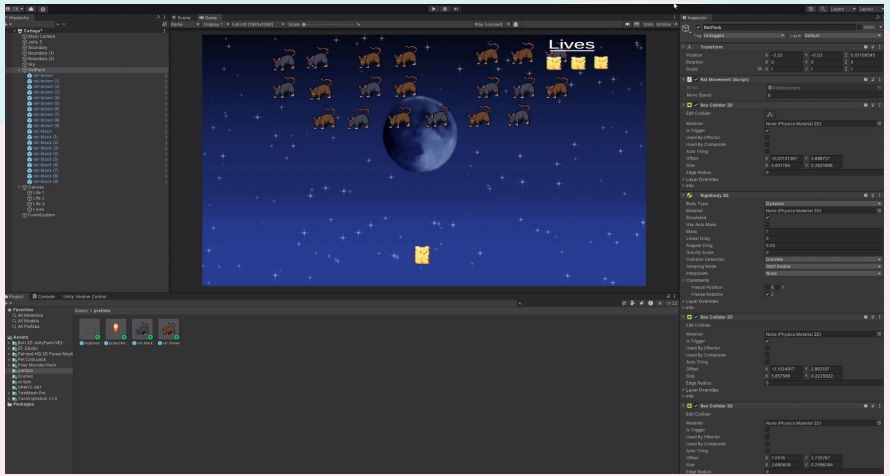
Image Updates

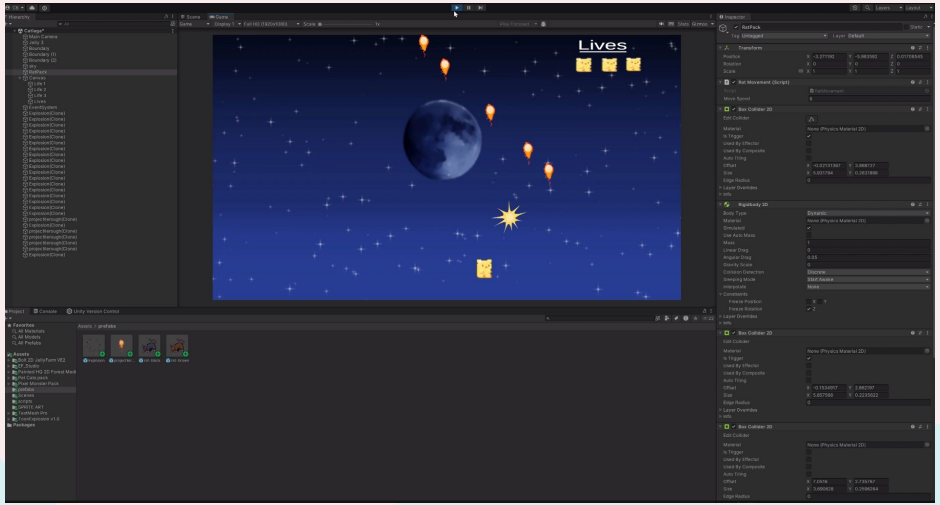

GameOver - TitleScenes - Windows, Mac, Linux - Unity 2022.3.5f1 <Metal>
GAME OVER
MAIN MENU
QUIT


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


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


Lives


Lives

06

Script Analysis

Destroy enemy

```
private void OnTriggerEnter2D(Collider2D collision)
{
    if(collision.gameObject.tag == "Enemy")
    {
        Instantiate(explosionPrefab, transform.position, Quaternion.identity);
        Destroy(collision.gameObject);
        Destroy(gameObject);
    }

    if(collision.gameObject.tag == "Boundary")
    {
        Destroy(gameObject);
    }

}
```

Player health

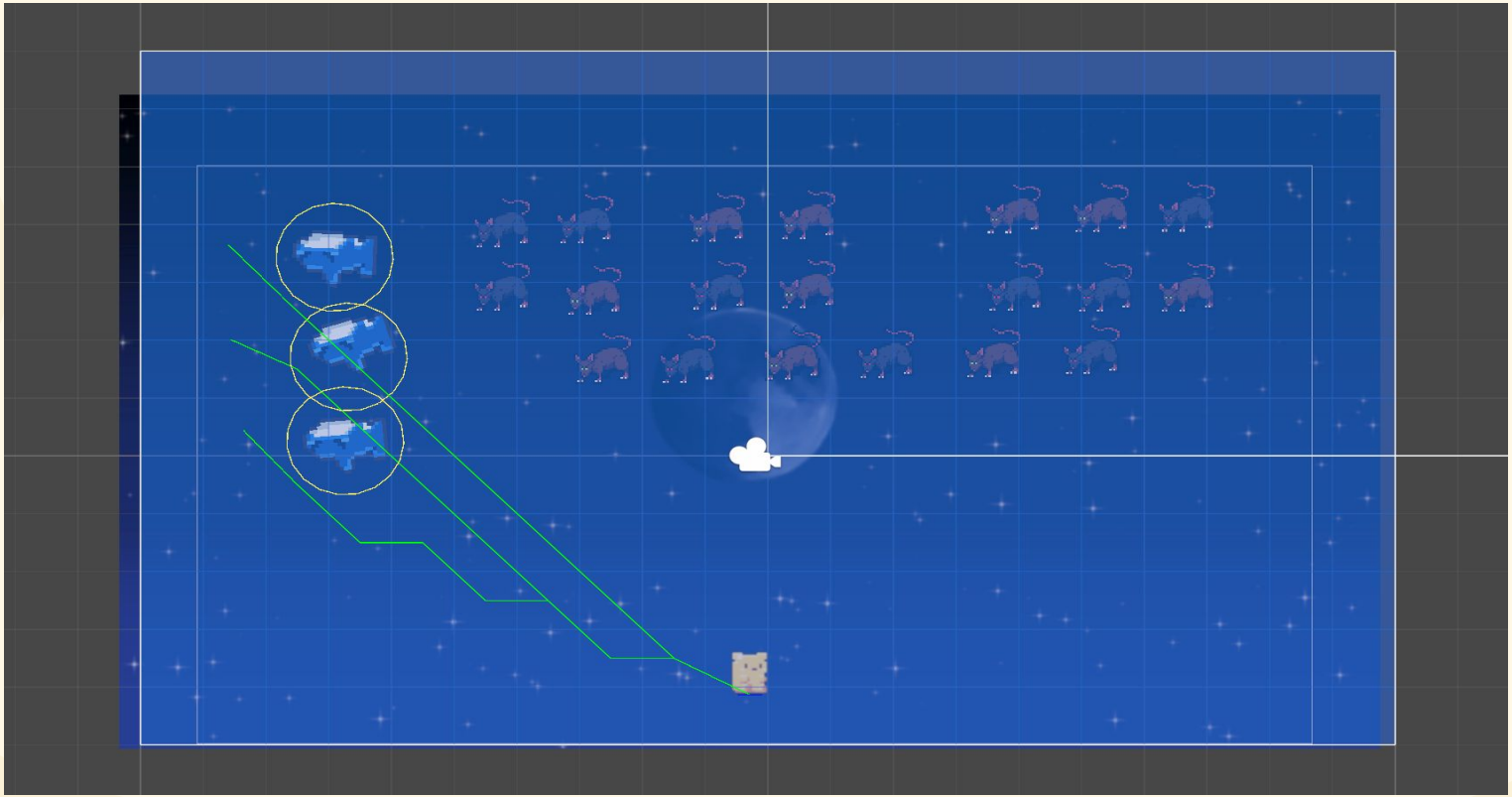
```
{
    public int lives = 3;
    public Image[] livesUI;
    public GameObject explosionPrefab;
    // Start is called before the first frame update
    void Start()
```

Player health

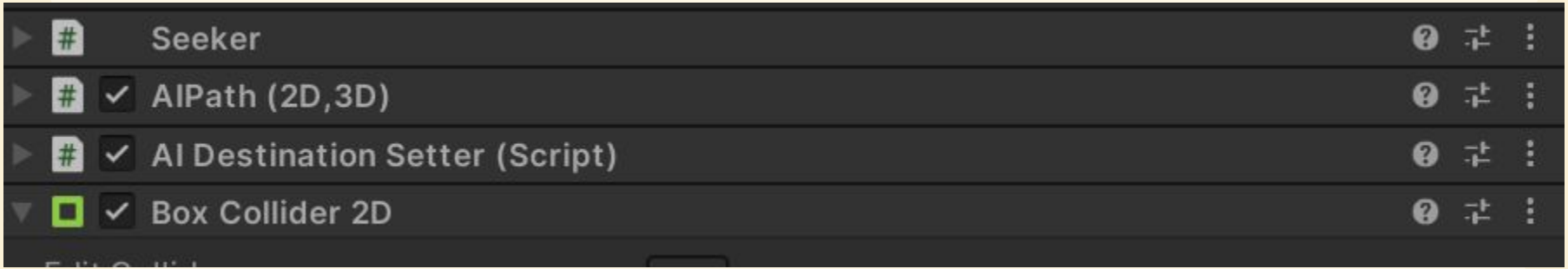
```
private void OnCollisionEnter2D(Collision2D collision)
{
    if(collision.collider.gameObject.tag == "Enemy")
    {
        Destroy(collision.collider.gameObject);
        Instantiate(explosionPrefab, transform.position, Qu
        lives -= 1;
        for(int i = 0; i < livesUI.Length; i++)
        {
            if(i < lives)
            {
                livesUI[i].enabled = true;
            }
            else
            {
                livesUI[i].enabled = false;
            }
        }
        if(lives <= 0)
        {
            Destroy(gameObject);
        }
    }
}
```

```
private void OnTriggerEnter2D(Collider2D collision)
{
    if (collision.gameObject.tag == "EnemyProjectile")
    {
        Destroy(collision.gameObject);
        Instantiate(explosionPrefab, transform.position, Quaternion.identity);
        lives -= 1;
        for (int i = 0; i < livesUI.Length; i++)
        {
            if (i < lives)
            {
                livesUI[i].enabled = true;
            }
            else
            {
                livesUI[i].enabled = false;
            }
        }
        if (lives <= 0)
        {
            Destroy(gameObject);
        }
    }
}
```

Special enemy #1



Tracing/route tracking



Thank you!

Do you have any questions?