

Project Summary

csci205_final_project

Project Details

Members

- Bryce Babcock
- Conor McNichols
- Harrison Halesworth
- Jamie Miller

Project Retrospective

What was your initial goal?

Our initial goal was to implement the classic arcade game Duck Hunt using JavaFX with some extra features on top that would make it unique to us.

What did you achieve?

I would say we definitely put together a fully functional game that plays just like an arcade game we just had to omit the extra features we had originally planned.

What went well in the project?

For the most part, working as a team went pretty well, finding times to work together, and bouncing ideas off of each other. We often agreed with each other and when we didn't immediately, we eventually did.

What could be improved?

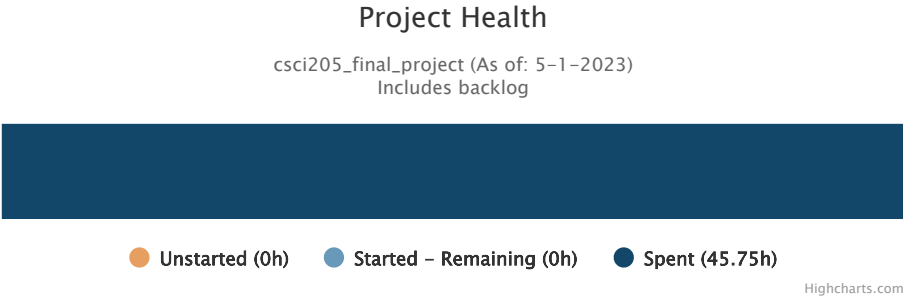
Our class design and input onto AIECode definitely could have been improved as well as documenting and fixing bugs. We could also be more organized with Git as we ran into a couple of merge and deletion issues.

What would you change if you did the project again?

I would change our aspirations and our focus. We somewhat overlooked the beginning parts of the project and because our foundation was a little messed up, our class design suffered in the end and it would be difficult for a team that wasn't us to just pick it up and continue working with it.

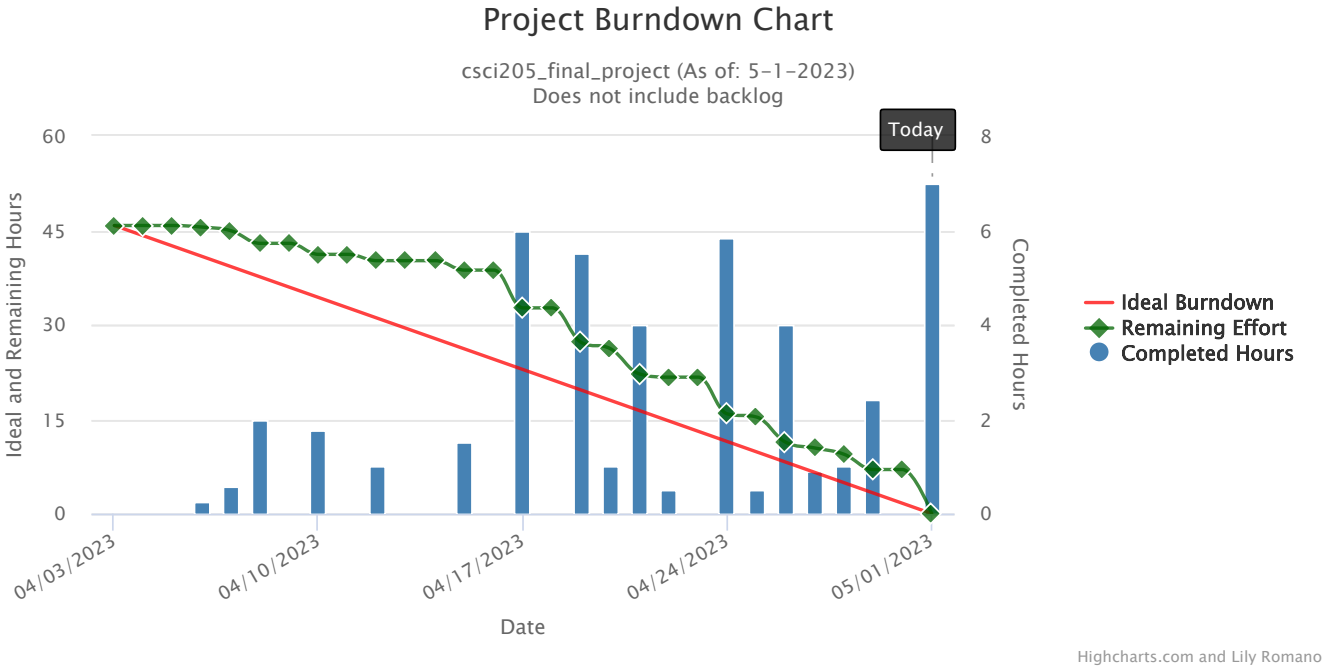
Charts

Health Bar



I think aside from some simple tasks that we did, practically everything we did related to the project was documented and documented accurately, I am proud of us for completing each task on AIECode and I think our end product reflects a job well done.

Burndown Chart

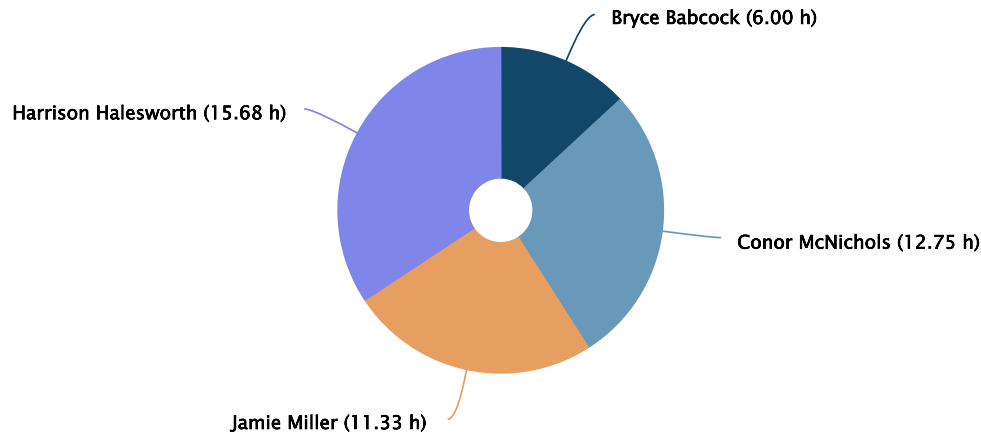


This isn't exactly ideal for us but it isn't exactly accurate either as there unfortunately many times when objectives would be complete but the time wouldn't be documented until the scrum master informed them to do so. I don't think it properly reflects the effort we put into the project and I think if time and objectives were input more accurately this chart would look better.

Assignee Chart

Project Hours assigned vs. completed

csci205_final_project (As of: 5-1-2023)
Does not include backlog



Highcharts.com and Lily Romano

The chart didn't end up being as balanced as we would have liked but I think there were reasons for this. Some team members weren't responsive or just flat out couldn't do as much work some weeks. Some members also didn't accurately log their hours or were generous with how many they did or didn't do, underestimating or overestimating, but it also isn't that easy to track every single little thing you do, which I think is why the pie chart is a little uneven. Regardless, I don't think it influenced the end product very much.

Name	User Stories	Bugs	Tech. Tasks	Design Tasks	Spikes	Doc.
Bryce Babcock	0	0	5	0	0	1
Conor McNichols	0	0	2.08	9	0	1.67
Harrison Halesworth	0	0	2.67	6.52	1	5.5
Jamie Miller	0	0	6.25	2.08	1.5	1.5

Sprints

Sprint 1

Dates:

4-3-2023 to 4-10-2023

Review:

What went well in the sprint?

Getting the ball rolling with our project, completing basic tasks to begin.

What could be improved?

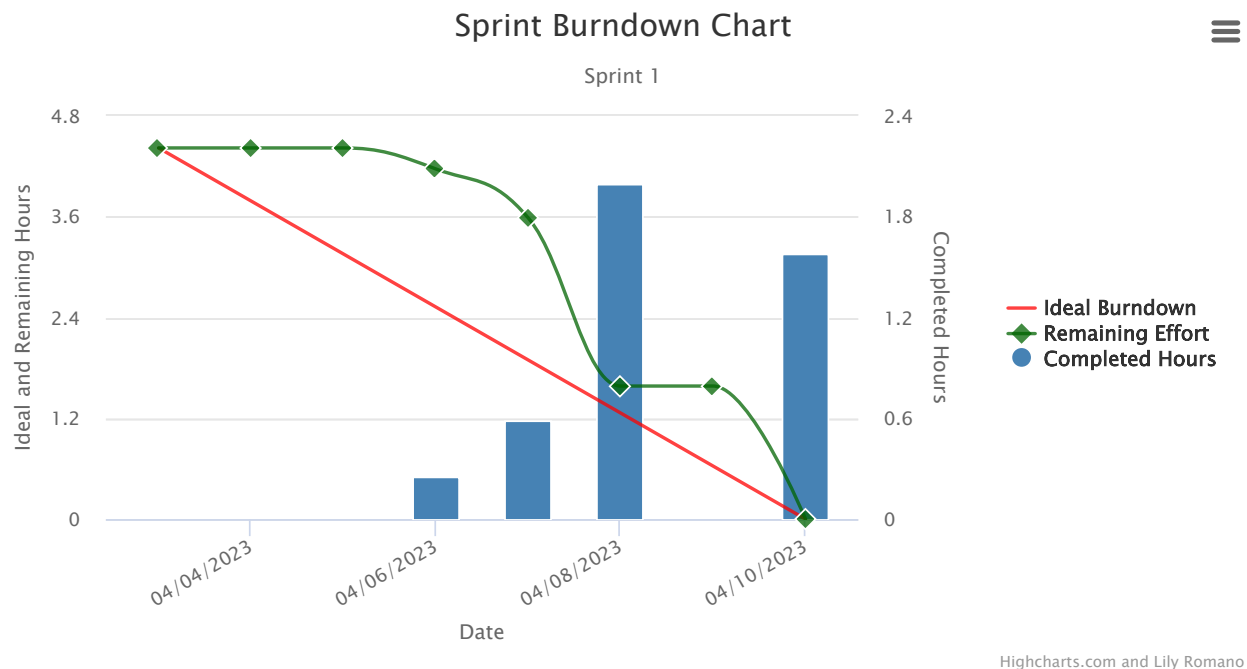
The structure and roles of our group, for example, who will work on backend? Who will work on GUI? Right now everybody is doing a little bit of everything which is good but I think it would be more efficient if we designated who develops what.

Are you on track? What is your plan if not?

We are definitely on track, but could be more efficient.

What will you improve on in the next sprint?

Managing work on AIECode, using User stories, cooperating with client, etc.

**Sprint 2****Dates:**

4-10-2023 to 4-17-2023

Goal:

By the end of this sprint, we would like our main menu to be able to function like a real main menu (START GAME starts the game, QUIT quits the application), we would like to have our basic animations completed, have a functioning "level one"

Review:**What went well in the sprint?**

We were able to work together to go from having very basic code implemented to having a resemblance of a game, just missing the actual implementation

What could be improved?

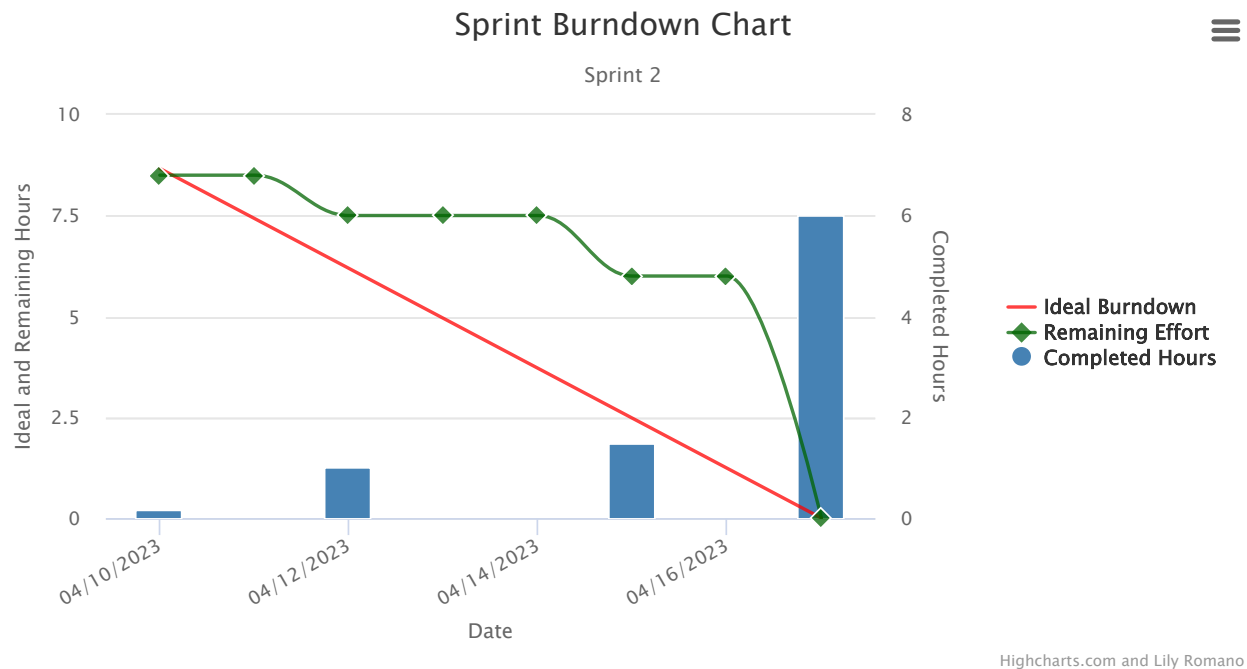
We could be more communicative about the work we are doing in order to be on the same page and assess who should really be assigned what

Are you on track? What is your plan if not?

I think we agree that we are on track but may not be able to implement some extra things that we initially thought we would have time for

What will you improve on in the next sprint?

Communication, entering tasks and updating time on AIECode and overall synchronous work.

**Sprint 3****Dates:**

4-17-2023 to 4-24-2023

Goal:

Have a product at the end that is playable at a very basic level

Review:**What went well in the sprint?**

We are able to continue to get our code to start representing a functional game more and more. We also more accurately represented our time spent on AIECode.

What could be improved?

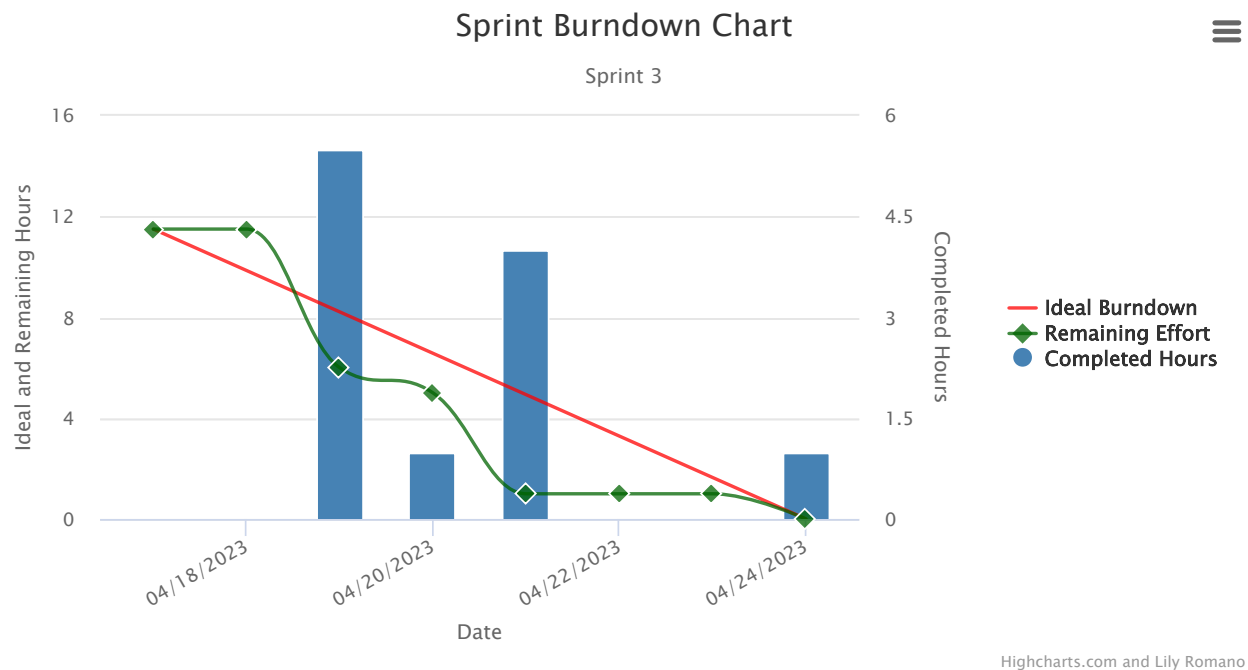
We need to remain more focused on completing tasks that have higher priority, we are still missing key pieces to the game.

Are you on track? What is your plan if not?

We are on track, but honestly probably will not be able to implement some of the extra features that we had in mind originally. We will have to focus on higher priority tasks this week because it is in fact the last sprint.

What will you improve on in the next sprint?

We will improve communicating what needs to be done and who needs to do it. By working better together we can complete the higher priority tasks, finish out base game and hopefully add some of the extra features we had planned originally.



Sprint 4

Dates:

4-24-2023 to 5-1-2023

Goal:

Absolutely imperative that we get our base game working. Moving duck, you shoot it, it dies, your score goes up. We have most if not all of the backend code complete, we just need to connect everything so that we have an actual game. Once we complete this we will record our video presentation deliverable and then work on any extra features we wanted to implement from the beginning.

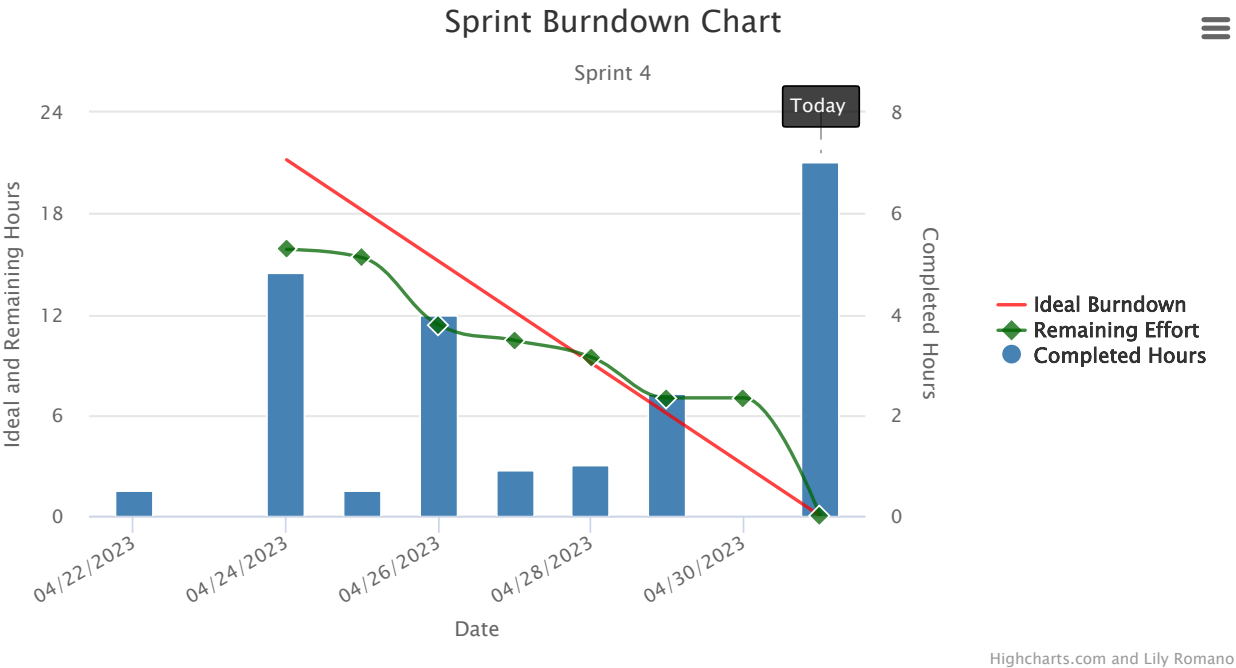
Review:

What went well in the sprint?

We were able to get our game to be fully functional aside from some bugs that took a while to fix.

What could be improved?
Point out bugs and issues with the project sooner.

If you were to continue the project, what would you improve on in the next sprint?
We probably would focus on polishing the game a little more and adding extra features so it is a more fully fledged game.



Personas

No Personas

Table of Work

Showing 1 to 37 of 37 entries

Search:

Title	Type	Est.	Spent
Closed (37)		45 h, 46 m	0
Sprint 1 (7)		4 h, 25 m	4 h, 25 m
Create and implement CSS file for main menu view styling	Design Need	2 h	2 h
Create Menu View	Technical Task	45 m	45 m
Create View file for project	Technical Task	5 m	5 m
Email Prof. King	Documentation	30 m	30 m
Find a background for game and main menu	Design Need	5 m	5 m

Title	Type	Est.	Spent
Find demo for potential movement and event handling within	Spike	30 m	30 m
Find sprites for game	Design Need	30 m	30 m
Sprint 2 (5)		8 h, 40 m	8 h, 40 m
Create Menu Control file	Technical Task	5 m	5 m
Create Model, View and Control packages	Technical Task	5 m	5 m
Create the HUD	Design Need	4 h	4 h
Get Ducks to Fly	Technical Task	2 h	2 h
Implement Menu Control	Technical Task	2 h, 30 m	2 h, 30 m
Sprint 3 (11)		11 h, 30 m	0
Comments for code	Documentation	1 h	1 h
Comments for code	Documentation	30 m	30 m
Comments for code	Documentation	0	0
Comments for code	Documentation	0	0
Get Ducks to Fly	Technical Task	2 h	2 h
Implement animations for birds	Technical Task	0	0
Implement Ducks Representing Score	Design Need	1 h	1 h
Implement EndScreenView and EndScreenControl	Design Need	3 h	3 h
Implement hitbox for ducks	Technical Task	2 h	2 h
Implementing the score counter for the HUD	Technical Task	2 h	2 h
Make menu buttons stand out, revise styling	Design Need	0	0
Sprint 4 (14)		21 h, 11 m	21 h, 11 m
Comments for code	Documentation	40 m	40 m
Comments for code	Documentation	1 h	1 h
Comments for code	Documentation	1 h	1 h
Create high level UML Diagram for DesignManual.pdf	Design Need	1 h	1 h
Create UML Use Case Diagram	Design Need	1 m	1 m
Finish readMe.md	Documentation	1 h	1 h
Implement animations for birds	Technical Task	1 h	1 h
Implement EndScreenView and EndScreenControl	Design Need	2 h	2 h

Title	Type	Est.	Spent
Implement Hud for the game	Design Need	4 h	4 h
Implement Movement Of Birds	Technical Task	3 h, 30 m	3 h, 30 m
Research how to get an object to move on a desired path	Spike	1 h	1 h
Research how to get an object to move on a desired path in JavaF	Spike	1 h	1 h
Write DesignManual.pdf	Documentation	2 h	2 h
Write UserManual.pdf	Documentation	2 h	2 h

Daily Scrum

Daily Scrum Notes