Team GG Sprint Summary

Team GG: Angie McGraw, Thomas Marucha, Christopher Renslow, Joshua McFerran, Tianhui Liang

User Story	Status	Person(s)	Code Files
SH-0 **User Interface**	Done	Angie McGraw	bootstrap.min.css gamespecs.css map.css setup.css styles.css
SH-1 **Spacecraft Movement**	Done	Angie McGraw Joshua McFerran - code	OldSpice.js Objects.js
SH-2 **Game Configuration for Development**	Incomplete	Thomas Marucha - code	AdminSettings.html Admin.js
SH-3 **Running Out of Energy**	Done	Christopher Renslow-code	OldSpice.js
SH-4 **Running Out of Supplies**	Done	Christopher Renslow-code	OldSpice.js
SH-5 **Placing Celestial Artifacts**	Incomplete; needs to be tested with user interface.	Thomas Marucha - code	MapDefinition.js
SH-7 **Celestial Map**	Done	Angie McGraw	Main.js MapSetup.js Objects.js
SH-10 **Encountering an Abandoned Freighter**	Done	Tianhui Liang Christopher Renslow-code	Freighter.js OldSpice.js

SH-6 **Sensors**	Done	Tianhui Liang	Sensors.js OldSpice.js
SH-8 **Celestial gazetteer**	Done	Joshua McFerran - code	Operations.js Main.js
SH-13 **Impacting an asteroid**	Done	Joshua McFerran - code	OldSpice.js MapSetup.js
SH-9 **Saving the game**	In-Progress	Christopher Renslow-code Thomas Marucha-code	Save.js Main.js
SH-14 **Bad Max**	Done	Christopher Renslow-code	BadMax.js OldSpice.js
SH-19 **Winning the game**	Done	Christopher Renslow-code	WinGame.js EndScreen.html
SH-11 **Space station**	Done	Angie McGraw	AddtoMap.js Main.js Object.js
SH-12 **Meteor storm**	Done	Angie McGraw-code Joshua McFerran - debug	MapSetup.js OldSpice.js

Link to game: http://web.cecs.pdx.edu/~tmarucha/Team-GG/index.html

Link to repo: https://github.com/ThomasMarucha/Team-GG

Clarifications:

Although I (Josh) made the smallest number of commits and added the fewest lines of code to the final project, I'd like it to be known that I tried to make up for my relative lack of coding responsibilities during our in-person meetings. I was made scrum master and I tried hard to make sure everyone had the chance to communicate any problems, comments, or advices that they had. I was very vocal in determining the actual implementation of ambiguous user stories (such as Bad Max, meteor storms, etc.), I helped manage last-minute merges and bug fixes before the sprint review, I helped schedule out-of-class meetups, and I helped with some bug fixes on machines other than my own. Additionally, there were times I tried to take on bigger coding portions but other members of the group wanted to be responsible for it instead (specifically with regards to SH-2). It also seems worth noting that most of the lines I removed (I believe) were not my own lines but others' that needed cleaning up. I'm not pointing fingers or blaming anyone, I actually very much liked being part of this group, I just wanted to explain why my number of commits and added lines are so small. I think my group mates can confirm most of what I said above if needed.

     -Josh McFerran