

## Team GG Sprint Summary

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

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

<b>SH-6 Sensors</b>	Done	Tianhui Liang	Sensors.js OldSpice.js
<b>SH-8 Celestial gazetteer</b>	Done	Joshua McFerran - code	Operations.js Main.js
<b>SH-13 Impacting an asteroid</b>	Done	Joshua McFerran - code	OldSpice.js MapSetup.js
<b>SH-9 Saving the game</b>	In-Progress	Christopher Renslow-code Thomas Marucha-code	Save.js Main.js
<b>SH-14 Bad Max</b>	Done	Christopher Renslow-code	BadMax.js OldSpice.js
<b>SH-19 Winning the game</b>	Done	Christopher Renslow-code	WinGame.js EndScreen.html
<b>SH-11 Space station</b>	Done	Angie McGraw	AddtoMap.js Main.js Object.js
<b>SH-12 Meteor storm</b>	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 have faith that my group mates could confirm most of what I said above if needed.

-Josh McFerran