Team GG Sprint Summary

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

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| **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 |

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| **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