Game Design Studio One

"Spin and Jump Simulator 2015"

Team 5 (Spin and Jump)

Report for Sprint One

16/03/2015 – 29/03/2015

Team Members:

Deinyon Davies – 11688025

The most honoured Master of the Scrum, Sir Robert McClelland – 11743693

Matthew Wale – 11697822

Jesse Walker – 11729631

SPRINT PLAN AND EXECUTION

For this first scrum of the project "Placeholder", we committed 13 tasks to the sprint log. These tasks were of varying difficulty, where the length of estimated time for each task ranged from 10 to 20 minutes. The total estimated time for completion of the sprint was 200 minutes, or just over three hours.

The total ideal time completed for this sprint was 200 minutes, which comprised of all 13 of the sprint log tasks.

The actual time worked was closer to 400 minutes for all of the 13 tasks, a fair amount longer than what was anticipated.

SCRUM MEETING LOGS

19/03/2015
    2:00-2:30pm
Location: UTS Building 11
Members present: Deinyon, Matthew, Robert

Prioritised and divided tasks, planned documentation. General discussion about programming approaches and design of the game.

23/03/2015
    2:30-2:45pm
Location: UTS Building 11
Members present: Deinyon, Jesse, Matthew, Robert

Checked and confirmed completed tasks, and decided which tasks that had been started needed to be finished. Impetuses have been assignments and work for other subjects, as some have been piling up more so than others.

Many tasks have been completed, only a few more to go.

BURNDOWN CHART
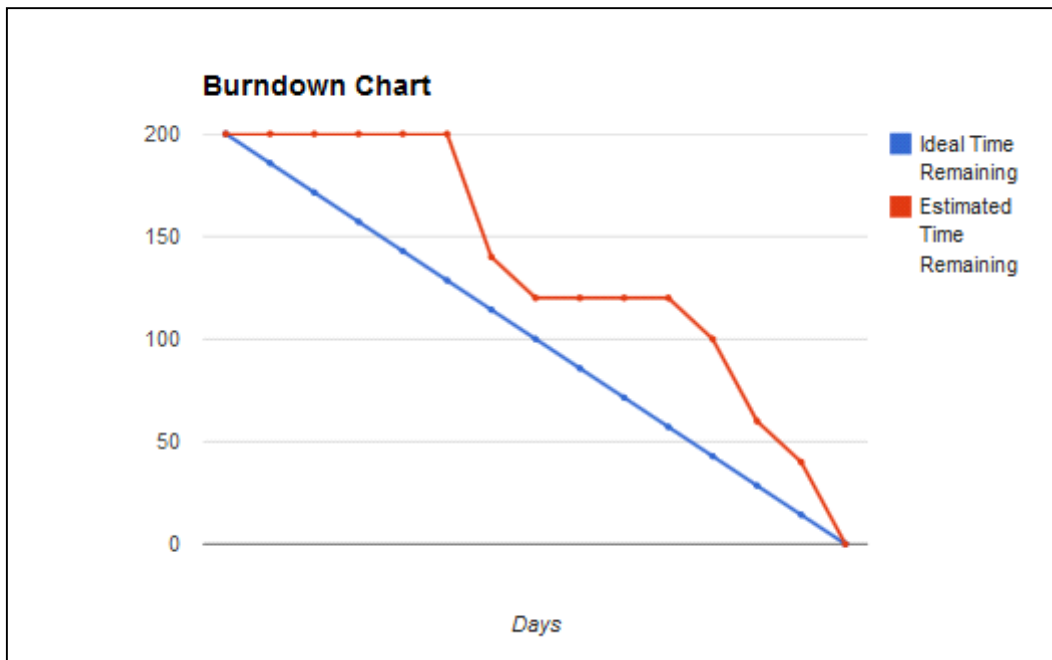
REFLECTION

This first sprint was successful - we were able to ship a basic yet functional game. All of the sprint tasks were completed, and most within their predicted time. The sprint could have used more tasks, but we were able to develop the basics for the project in a rather short amount of time. Time management was an issue, and will always be one with multiple subjects. We need to bear this in mind with the next sprint, which will have more allotted tasks to complete, some of these much more complex than the tasks from this sprint.

SPECIAL CIRCUMSTANCES

N/A

GITHUB COMMIT LOG

commit d142067cd03e362a1d817496bfbf03af591790af
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sun Mar 29 20:01:44 2015 +1100

    Player tends towards the nearest right angle when on a platform.

commit e796fd32f18745699299a7ba77a680d0230e13ca
Author: WaleM <Matthew.Wale@student.uts.edu.au>
Date: Sun Mar 29 19:51:01 2015 +1100

    Fixed report formatting; removed old copy.

commit 87ce4d78584e07b084d74f923bb108b12822d0b2
Author: WaleM <Matthew.Wale@student.uts.edu.au>
Date: Sun Mar 29 19:41:13 2015 +1100

    Report with burndown chart added

    Added the burndown chart, but the formatting might be messed up.

commit 210b57a9e6977abefe923e3b877a2393828088a8
Author: WaleM <Matthew.Wale@student.uts.edu.au>
Date: Sun Mar 29 19:28:48 2015 +1100

    Report draft

    Hello friends, I have attached the draft version of the report - it's
    missing a few things like the burndown chart, student numbers, and the
    "special considerations" section (which may be unnecessary).

commit 8634621d0b87dfc70b5bcfb596e4ac7f4f5304c2
Author: robafett <ram_95@msn.com>
Date: Sun Mar 29 18:00:26 2015 +1100

    More pregen of straight and spinning path

    Spawn object for spinning tile no longer spins with the tile so
    platforms are always pointing a cardinal direction (good?).

    Since you are always heading straight and the spinning tile can put you
    on an odd angle you often fall off the side.

commit 42db615952c598701c0e420cd087c4164f6a123a
Author: robafett <ram_95@msn.com>
Date: Sun Mar 29 17:37:40 2015 +1100

    Pregeneration of Straight and Spinning path

    Known bugs: 'spawning' places of the spinning tiles rotate along with
    the mid tile, this results in odd angles for the path, which results in
    the player running off the edge.

    Score still goes down if you turn urself around back to origin.

commit 1243c2fceb4a51450bb0f002a8380c3fa4ba5177
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 17:22:38 2015 +1100

    Player may turn only once at an intersection.

commit b16458807e5780e3e65ac18ae0540afeb4e12226
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 16:46:10 2015 +1100

    Fixed wall-grabbing physics bug.

commit 22074145c68b1962fb02c7978d9c3f1f2850a52f
Author: robafett <ram_95@msn.com>
Date: Sat Mar 28 14:39:30 2015 +1100

    Scoring with distance

commit 54a34679eaecd6bfd5c839422da03b1a99cf2b07
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 13:30:01 2015 +1100

    Repaired merge errors from last commit.

commit 0bb9178b91372aebb451dce3bc6e79e0d174c732
Merge: 973905a da9c901
Author: JesseWalker11729631 <11729631@student.uts.edu.au>
Date: Sat Mar 28 12:46:26 2015 +1100

    Added some extra platform code

commit 973905a6fdfba4d4c85c27c072509d82280df816
Author: JesseWalker11729631 <11729631@student.uts.edu.au>
Date: Sat Mar 28 12:44:50 2015 +1100

    Added some extra platform code

commit da9c9017bf029b5a8b661a48843362b529862465
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 12:17:39 2015 +1100

    Player rotates with spinning platforms

    The player now rotates with the spinning platforms on contact. Also
    implemented a raycast to determine whether the player is over a
    platform.

commit 0ee2ae9ac391123ad25b5151dd1fd9c7c4f9abf2
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 11:24:45 2015 +1100

    Implemented new spinning platform.

    Just modelled a new spinning platform. I have yet to slow the player on
    contact with the platform, but Jesse has done some research.

commit 24ed8e1f1377700771bdbc8855609b2d929c78b7
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 10:43:15 2015 +1100

    Implemented the trailing camera.

    The camera now rotates properly about the player's coordinate system.

commit 13cd0f282d4af1a1be262c47c7842c4ff0725971
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 28 00:00:23 2015 +1100

    Implemented 90' turning.

    The player can turn 90 degrees using the 'A' and 'D' keys. I have yet to
    configure the camera to rotate about the correct coordinate system.

commit 869cbafd71cb1628b1e9f1ca2e6f2349ae211bc6
Author: Deinyon Davies <deinyond@gmail.com>
Date: Fri Mar 27 20:49:53 2015 +1100

    Player physics fixes

    Fixed an issue with jump-locking for the player. For some reason, less
    jump force is applied when jumping from the edge of a platform.

commit b65525678ffa51668d51672b433fca3dd1eae652
Author: Deinyon Davies <deinyond@gmail.com>
Date: Fri Mar 27 20:13:25 2015 +1100

    Improved platform prefabs, fixed physics bugs

    Modelled two new platform types (straight path and left path), changed
    platform prefab structure, fixed a few physics errors.

commit 73af2ac0bf5ac92dd4816190fbaa9c67b1e9ad01
Author: Deinyon Davies <deinyond@gmail.com>
Date: Fri Mar 27 15:37:38 2015 +1100

    Improved player jump physics.

    Improved the mechanism for jumping by applying an arbitrary vector force
    in place of an 'up' force.

commit 4c520664144ffe171abd19b3026f0f51e7b1ea10
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sun Mar 22 20:37:36 2015 +1100

    Updated the GameOver controller to allow for more generalized game-over
detection.

    Replaced Robert's GameOver trigger box collider with a single Y
    intersection plane.

commit 4366007de1047418f86f05d7e8ddb19a055e3d8c
Author: JesseWalker11729631 <11729631@student.uts.edu.au>
Date: Sun Mar 22 19:02:05 2015 +1100

    Added a rotating platform and the start of slowing the player before getting to
said platform

commit c2822c65505abefd3f8dc5296bdd2b409e9a176c
Author: Deinyon Davies <deinyond@gmail.com>
Date: Sat Mar 21 22:02:15 2015 +1100

    Stylized UI, misc physics and lighting changes. Also stylized the UI text.

commit 8094d6334020c7cfd913978ddd812e52386888a8
Author: Deinyon Davies <m@ddoodm.com>
Date: Sat Mar 21 20:33:19 2015 +1100

    Player collider determines whether the contact point's normal is approximately
up, allowing for discrimination between ground and edges. Fixed a few issues with
camera tracking and jumping.

commit 7485c0bc7fad901524447fccccfb7303db16bc0f
Author: Deinyon Davies <m@ddoodm.com>
Date: Sat Mar 21 19:08:40 2015 +1100

    Updated player movement and jump controller (player can jump with space-bar),
score now integrates over time (once per second until the game is over), various
small fixes.

    TODO: Parallel transfer along the path direction needs more thought.

commit a276ec61f7c9020aa37f5043152b14ccd75a4963
Merge: 358a22f 1258e9d
Author: robafett <ram_95@msn.com>
Date: Sat Mar 21 16:27:43 2015 +1100

    Merge branch 'master' of https://github.com/ddoodm/GameStudioOne

commit 1258e9daa091d2f16a92850ecb4371bfe68a7b1b
Author: Deinyon Davies <m@ddoodm.com>
Date: Sat Mar 21 16:15:03 2015 +1100

    Added a meaningless Read-Me.

commit 358a22f527b2670a72bb9090dea9330275cffcad
Author: robafett <ram_95@msn.com>
Date: Sat Mar 21 14:39:55 2015 +1100

    Robert 21/03/2015

    Sprint work completed 1,2,4,5,6,7,13
    Sprint work started 3,11,12