**Game Design Studio One**

**“PLACEHOLDER”**

**Team 5 (Spin and Jump)**

Report for Sprint One

16/03/2015 – 29/03/2015

**Team Members:**

Deinyon Davies – ••••••••

The most honoured Master of the Scrum,SirRobert McClelland –••••••••

Matthew Wale –11697822

Jesse Walker – ••••••••

**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 (at current) 87 minutes for 11 tasks.

**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**

Well I mean unless anyone can think of anything that isn’t just “Matt didn’t manage his time with Routing & Internetworks”…

**GITHUB COMMIT LOG**

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.

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](https://github.com/ddoodm/GameStudioOne%22%20%5Ct%20%22_blank)

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