**Sprint 6 Retrospective (2/2/15)**

The following tasks were completed during this sprint:

Joseph – Create Ditch

Kasun – Create Level 5 Stage

Ernie – Create Boulder, Fix Bug with Timer in Stage 4

Dani – Create UI, Boulder Movement

Oscar – Create Robot Running Animation

Jose – Create Level 5 Gate

Abel – Implement Sounds Files/ Indiana Jones video

Tariq – Implement Spawn Points/ Death Interactions

**Lessons Learned**

Since this was the first sprint back from the winter break, we all had to get back into the groove again. We assumed it would be tough to finish a level during this sprint, but we were able to complete it on time. There was a timer issue with the poison gas of Stage 4, so Ernie went ahead and fixed that issue. It was also nice to implement an Indiana Jones type of level.

**Going Forward**

We have to make sure that we keep at this pace and complete a level per sprint so we don’t fall behind. We have to schedule our time well since there are plenty of other commitments in our lives.

**Sprint 7 Retrospective (2/16/15)**

The following tasks were completed during this sprint:

Joseph – Make Improvements to Level 5

Kasun – Create Level 6

Ernie – Implement Shooting, Create Turret

Dani – Create UI

Oscar – Continue Robot Animations

Jose – Create Targets

Abel – Implement Sounds Interactions

Tariq – Implement Stage Interactions

**Lessons Learned**

We finally implemented shooting into our game with a turret. The turret was part of one of our first ideas for this game (See “Implement Gun” task in Sprint 1), but it took until Sprint 7 to implement it. It was a challenge getting it to shoot and turn properly but we figured it out in the end. The way the shooting works could be used in other ways, such as having the player shoot if we want to use that in a later level.

**Going Forward**

There seems to be an issue that we just started noticing. Our scripts seem to be falling off whenever a push is made on Github. We have not figured out the reason for this, but this is making completing levels much more difficult. Hopefully, we can find the answer to this problem soon.

**Sprint 8 Retrospective (3/2/15)**

The following tasks were completed during this sprint:

Joseph – Create Spikes, Create/Find Wings

Kasun – Create Corridors for Previous Levels

Ernie – Create Scripts for Blocks

Dani – Create UI, Create Initial Enemy

Oscar – Modify Turret

Jose – Create/Find Character Model

Abel – Implement Sounds/Video

Tariq – Implement Character Model Flying

The following tasks were not completed and will be moved to the next sprint or a later one

Ernie - Make text appear when interact with objects – Moved to Next Sprint

Abel – Make robot arms collide with objects – Moved to Next Sprint

**Lessons Learned**

This was a challenging sprint since the risk that came up during the last sprint was still affecting us during this one. We were able to figure out what the problem was, but it took us until the final day to unearth the answer. We almost didn’t complete the level during the sprint. Thankfully, we were able to complete a demo despite these hardships.

**Going Forward**

With the issue resolved, working on this game should be easier. However, the end of the semester is coming so we will have to focus in these coming sprints/weeks.

**Sprint 9 Retrospective (3/16/15)**

The following tasks were completed during this sprint:

Joseph – Begin Work on Special Level

Kasun – Create Stage 8

Ernie – Create Scripts for Blocks – Stage 8

Dani – Create UI

Oscar – Continue Work on Animations

Jose – Create Pictures for Blocks

Abel – Implement Sounds – Stage 8

Tariq – Create MaxCam for Previous Level

**Lessons Learned**

This sprint was a bit easier than the last one since the level itself was not very complicated. We were able to get through it with relative ease. We are finally starting to think about the end of the game, since we have Joseph working on the special level. This level is actually going to be a level that the player can interact with once the game is completed. It was also nice to go through a sprint with any huge issue.

**Going Forward**

It is getting closer and closer to the end of the semester which means that we can’t let up and must continue to work hard. We only have to complete two more levels until we have a finished product.

**Sprint 10 Retrospective (3/30/15)**

The following tasks were completed during this sprint:

Joseph – Continue Work on Special Level

Kasun – Create Stage 9

Ernie – Create Player Shield

Dani – Create UI

Oscar – Continue Work on Animations

Jose – Create Shield Objects

Abel – Implement Sounds – Stage 9

Tariq – Create Scripts for Bullets

**Lessons Learned**

This sprint was a lot of fun since we were able to implement shields for the first time. At first it was difficult to make the bullets appear fast enough so that the player couldn’t “cheat” his/her way through the level. We eventually accomplished this by making the hitboxes for the bullets a bit wider so that the player couldn’t run past them. Since this was our only issue, it was a sprint that went by pretty smoothly.

**Going Forward**

While we have done research for the final level, we might take a different route for the next sprint. There are some other things that we’ve wanted to implement for some time but haven’t gotten around to it. The next sprint will be for those remaining tasks.

**Sprint 11 Retrospective (4/20/15)**

The following tasks were completed during this sprint:

Joseph – Create Tombstones, Finish Special Level

Kasun – Create Level 10

Ernie – Create Start Menu

Dani – Create Spider Enemy

Oscar – Complete Robot Animations, Work on Storyline

Jose – Create Level Descriptions Part 1

Abel – Level 10 Monitor

Tariq – Create Save Function

**Lessons Learned**

This was a very different sprint then the ones we were used to. First, we had Spring Break, so we all decided to take a week off of the project we makes it appear that we actually took 3 weeks for the sprint when we still took only two. Second, since Level 10 was going to be a big task, we decided to divide that level into two sprints. We had some members working on Level 10 while others worked on various aspects of other levels. One big milestone that we achieved was that Oscar was able to finally finish the robot animations. This was by far the most difficult of all the tasks, and it showed by how long it took.

**Going Forward**

Now that we have the robot animations done, we have to implement them into the levels. We also need to finish the level descriptions for each level. We are in the home stretch now, which means that we will soon have a completed game to show off during the showcase.

**Sprint 12 Retrospective (5/4/15)**

The following tasks were completed during this sprint:

Joseph – Create Electric Floor

Kasun – Artwork for Main Menu

Ernie – Create Helpful/Harmful Robots

Dani – Level 10 UI, Questions for Level 10

Oscar – Implement Robot Animations

Jose – Create Level Descriptions Part 2

Abel – Sound and Video Level 10, Poster Presentation (Draft)

Tariq – Create Final Boss Interactions

**Lessons Learned**

This sprint was a lot of fun since we were able to implement shields for the first time. At first it was difficult to make the bullets appear fast enough so that the player couldn’t “cheat” his/her way through the level. We eventually accomplished this by making the hitboxes for the bullets a bit wider so that the player couldn’t run past them. Since this was our only issue, it was a sprint that went by pretty smoothly.

**Going Forward**

While we have done research for the final level, we might take a different route for the next sprint. There are some other things that we’ve wanted to implement for some time but haven’t gotten around to it. The next sprint will be for those remaining tasks.