

Sprint Review/Retro/Plan 4

Sprint Review:

E:- Github write up for progress monitoring

- Score Design
- Main menu script pushed to github

M: - Working prototype upload

- Win screen animation
- Github Write up for Testing
- Github Write up for Pair Programming
- WIP: Texture for Walls

J: - Background design done

- WIP Github write up Planning Documents
- WIP Rotator Script

K: - Slider design

- WIP Collectable Script
- Write up for evaluation waiting to push

Dh: - Space ship design

- Obstacle Door Design
- Questions Design
- WIP Options Screen
- WIP Player Controller Script push

S: - Developed Obstacles + Level Selection

- Question Trigger Script
- WIP: Pushing onto Github
- WIP: Write up for Development

Di: - Game over Animation

- Tutorial Screen
- Our Game Write up- Needs converting
- WIP Finish Script

Sprint Retrospective:

What went well:

- Working Game
- Everyone is involved all aspects of the project (Write up/Docs, Design, Unity/Coding)
- More efficient team planning due to less meeting needed
- Everyone on the team is 100% involved in work and meetings
- Involved some pair and mob programming

What could we do better:

- Try to get all of the sprint completed/done before the sprint meeting
- More commits on github/ More written work added to the main README
- Push scripts from local development to GitHub

Sprint Planning:

27th Feb Lab Demo:

- Complete last sprint work by Thursday Lab Demo 27th Feb
- Finish Script
- Level 2 on Unity
- Level 3 on Unity
- Finish result of Testing by 27th Feb Lab – M

Final Lab Demo:

- Score Stats Script
- Timer Script
- Review/Integrate Final Designs
- Review of Full GitHub Documentation (Main README)
- Beta Testing of Game

-More Unit Tests