Sprint Review/Retro/Plan 2

<u>Sprint Review:</u>

M: **-** Description of Game and Mechanics

- Description of Learning Outcomes

- Description for "Have you thought about the User?"

- Create a Git Guide

- Create Main Menu and Level Design including Title, Background and Buttons using Figma

E:-Make sure everyone is set up on Jira,Github,Teams,Unity

-Set up the github Repo with base Unity project and folders

-Minimal Viable Product

J: -User Stories

-Background Story of Game

K: -Initial Ideas of various games, sketches, pro/cons and why we chose the final game

-Stakeholder Description

D: - Sketches and Designs of the game ideas

-More Artistic design

++ If timer then need a pause button

++ UI Obstacles, collectables, Questions, Question type icons, Slider for the options

++ UFO + Astronaut Design

++ A Game Win Screen and if we add a timer also a Failed Screen

S: -Game Prototype:

- - Krusk Maze Generator for level
- - Main Menu with the use of Meet's Menu resources
- - Maze design based on Dhanya sketch idea
- - Added Script generated Music that also changes tempo based
- ++ Add Levels / Difficulties / Level Selection Screen
- ++ End Goal Marker
- ++ Add Obstacles

Sprint Retrospective:

What went well:

-Everything completed on time

-We have a solid prototype

-Clear design of product, user stories and features

-Everything set-up and working. Allowing for collaboration

-Communication

-70% marked 1st class

What could we do better:

-MVP prepared for the 1st demo rather than 2nd lab demo

-File organisation, have a central point

-GitHub use

-Drinks of Ernestas

Sprint Plan:

General:

- File Organisation in Teams sorted [Lab3] -0.5 - E
- GitHub full write-up (combine all the work we've done in Teams documents) [Lab3] – 2 - K
- Tests for unity (Performance Test, Interaction Tests, Platform Tests) [Lab3] – 1 - M
- Working prototype of the game in GitHub (Main Menu + Maze generation) [Lab3] – 2 -S
- Teaching Session about Unity and GitHub [In Lab3] (Peer Programming) – 1 – E+S
- Write up of all the questions we want to use in the game + answers [Lab3] – 1 -J

Design:

- ++ Astronaut Design [Lab3] - 1 - D
- ++ Options Screen [Lab3] – 1.5 - D
- ++ UI Obstacles (Doors) [Lab3] – 1 -D
- ++ Collectables [Lab3] – 1 - M
- ++ Question type icons [Lab3] - 1.5 - J

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  - Design:
  - +++ New Background for Level (Closer to the idea design like purple) (no strong contrast) [Lab4]
  - +++ Multiple background for different levels [Lab4]
  - ++ Slider for the options (Line and Ball separate resources)[Lab4]
  - ++ Timer Design [Lab4]
  - ++ Score Design [Lab4]
  - ++ A Game Win Screen [Lab4]
  - ++ How to play/ Tutorial Design screen [Lab4]
  - ++ Failed Screen if timer runs out [Lab4]

Code:

  - Add Levels / Difficulties [Lab4]
  - Level Selection Screen [Lab4]
  - End Goal Marker [Lab4]
  - Add Obstacles [Lab4]
  - Finish/End game screen [Lab4]
  - Working playable maze with moving character and goals [Lab4]