

## **iSprint Review/Retro/Plan 3**

### **Sprint Review:**

M-Unity Test cases for collectables and door

-Designs for collectables

E- Team file organisation on Teams + GitHub

- Teaching session in Lab on how to use our GitHub

J- Completed Questions and Answers for Obstacles

K- Write up beginning on GitHub as well as organising section

Dh- Astronaut and obstacles design completed

- Work In Progress for Options Screen

S- Work in Progress/ Blocked by GitHub

-Improve design of prefabs

Di- Sorted all accounts and connect to all team sites

### **Sprint Retrospective:**

What went well:

-Deliverables all completed for the lab

-We got 72% on lab demo

-GitHub is more organised with everything being centralised

-We all turned up + 1 new addition

What could we have done better:

-Fix GitHub blockers in terms of getting local repo

-Starting sprint review on time

### **Sprint Plan:**

- Fix local github/ Push first version of AstroEscape – 1 - S
- Push new scripts in GitHub:
  - o Maze Generator – 1 - E
  - o Question Collider script 1 - M
  - o Question Trigger Script 1 -S
  - o Player Control Script 1 - Dh

- Collectables Script 1- K
- Finish Script 1 - Di
- Shader Script 1 - J
- Music Script 1 - K
- Main Menu Script – Ready but needs to be further developed – 1.5 - e
- UI for Questions Script – Not Ready - 2 -S
  - Question is Pop up background with Question in Text and is answered by pressing 1-4 on keyboard to answer multiple choice questions
- Proof of pair programming – 2 (Can do it during Sprint Review Meeting) – M+J
  - Using VS Code Share
  - Teams Calls
  - Screenshots of evidence
- GitHub Write Up:
  - Our Game – 1 - Di
  - Planning Document – 1 - J
  - Scheduling -1 - S
  - Progress Monitoring -1 – E
    - Burndown Charts of Sprint
  - Testing + New Test Cases – 2 + coffee – M
    - Beta testing Survey – 2 – Dh
  - Development Process – 2 -S
  - Evaluation/ Final retro – 1 – K

#### Design:

- +++ Multiple background for different levels – 1 - J
- Textures for Walls for different planets (Rocky + Ice + Lava/Mars red) – 1 M
- ++ Slider for the options (Line and Ball separate resources) – 1 - K
- ++ Timer Logo Design - 0.5 - S
- ++ Score Logo Design – 0.5 - E
- ++ A Game Win Screen Animation – 2 - M
- ++ How to play/ Tutorial Design screen – 1.5 -Di
- ++ Failed Screen if timer runs out – 1.5 – Di
- Spaceship Design – 1 -Dh
- Questions Pop up Design -Dh

#### Code:

- Add Levels / Difficulties – 1 - E
- Level Selection Screen – 0.5 - S
- End Goal Marker – 1 - K
- Add Obstacles – 1 - Dh
- Finish/End game screen – 2 -Di
- Working playable maze with moving character and goals – 0.5 - M

### Round Summary

Score Average  
0.93

Suggested Score ?  
1

Score	Count
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1	6
0.5	1

[Next Round](#) [Hide Votes](#)

### Vote

0	0.5	1	2	3	5	8	13
20	40	100	?	∞			

### Invite

<https://www.point.poker/session/0e8c9895-5> [Copy](#)



Dhanya	1
Disha	1
ernestas	1
Jimi	1
kaliza	1
Meet	1
Saim	0.5