**Sprint Review/Retro/Plan 2**

Sprint Review:

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

-Everything set-up and working. Allowing for collaboration

-We have a solid prototype

-Clear design of product, user stories and features

-Communication

What could we do better:

-MVP prepared for the 2nd lab rather than 3rd lab

-File organisation, rather than a folder per design

-GitHub use

-Drinks of Ernestas

Sprint Plan:

**Lab3**

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

**Lab4**

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]