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CS 300
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Sprint Story Contributions

Game link: http://web.cecs.pdx.edu/~gabe2/spacehunt.html

Sprint 1:

US-1 Spacecraft Movement

Gabe made most of the movement for the first sprint. Mohammed helped him troubleshoot bugs and get it fully working. Gabe also spent a lot of time setting up the wormholes that were involved in this story. This all took a ton of time and he helped bug-fix people's stories.

US-2 Game Configuration for Development

Ramon added in code to enable game configuration in the code from the developer side.
Davis added some code to this, set up an initial html page for everyone to work off of.

US-3 Running out of energy

William did this alone.

US-4 Running out of supplies

William did this alone.

US-5 Collisions

William did this alone.

US-6 Sensors

Brita configured sensors for the ship and added a button for deploying sensors. She did a manual sweep around the ship's coordinates, checking if the spaces in the array around those coordinates were occupied by an artifact or if they were empty (denoted by an underscore). If the space was not empty and there was an artifact in range of sensors, it was added to the Gazetteer. She researched math libraries that could have been used to emulate a sensor sweep, but since she couldn't find anything that suited the ship sensor functionality needs, she manually swept every coordinate surrounding the ship at a distance of 2 coordinates and at a distance of 5 coordinates.

US-7 Celestial Map

Ramon built the initial planet and artifact classes with functionality and values.
Davis helped with the artifact class, making sure it worked with the map and getting planets onto the map.
Mohammed built a map that could hold elements and display on the page.
Gabe helped with testing.

US-8 Persistent State

Mohammed implemented the nameable persistent state in the first Sprint.

Sprint 2:

Revised Spacecraft Movement

Gabe changed the movement and made them buttons. Davis helped with testing this.

Game Configuration for Marketing

Brita added branch for Map Size to mod all user-input artifact placement by map size to ensure that artifacts were added in bounds of the map size. She also added user prompts for placement of ship, planets, artifacts, etc.

Ramon added all the game configurations in the UI and made them hideable.

Davis added a quick play option and helped Ramon test.

Player Dying

William did this alone.

Celestial Gazetteer

Mohammed modified the map in order to implement the celestial gazetteer functionality for the second Sprint.

Nameable Persistent State

Mohammed revised the persistent state to be compatible with the features that were added in the second Sprint.

Encountering an Abandoned Freighter

Brita added functionality for freighter encounters. When the ship encounters a freighter, ship supplies are increased by 50 and ship energy is increased by 500.

Docking at a Space Station

Brita added the space station to the map while Davis handled the interactions with the user. Davis added random chance of a casinian and the game implementation. Came up with how the game should be played together.

Encounter a Meteor Storm

William did this alone.

Collision with an Asteroid

Gabe made the ship collide with the asteroid in the middle of its path. He did this story alone.

Being Boarded by Bad Max

Davis added the Bad Max implementation, Ramon helped test.

Origin of Map in Bottom Left

Mohammed reconfigured the map so that the starting position of the ship is in the bottom left hand corner.

Upgrade engines, energy storage, fuzzy dice

Brita added the option, when a ship is docked at a space station, to purchase DeNiro upgrade, increase energy storage capacity, and purchase fuzzy dice for ship.

Visuals

Brita created a branch for game visuals, experimented with backgrounds, colors, fonts, and button formatting.