FINAL Project Report
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A2 Extensions
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Jackson Wen
Ryan Fortier

DEMO VIDEO:
https://drive.google.com/file/d/17PqGRasv-DdSydJ_omzrVZP6cLDCcd0N/view?usp=drive_link

SECTION 1: REPORT SUMMARY

The motivation behind this project is to enhance and extend the functionality of a2 by incorporating accessibility and gameplay features.

SECTION 2: PROCESS DOCUMENTATION

2.1. SPRINT 1 OVERVIEW

2.1.1 Sprint Overview:

"Our goal for this sprint is to finalize the implementation of basic user stories."

2.1.2 Stories Selected for this Sprint:

Goutham:

1.1

1.2

1.3

Haris:

1.11

Jackson:

1.6

2.1.3 Team Capacity:

"We expect to complete all of these user stories by the end of the sprint. "

2.1.4 Participants:

Goutham Kancharla - Coding

Haris Faisal - Coding

Jackson Wen - Coding

Ryan Fortier - Coding

2.1.5 Stories Completed:

1.2

1.3

1.6

2.2. SPRINT 1 PRODUCT BACKLOG

1.1

1.2

1.3

1.11

2.3 SPRINT 1 RETROSPECTIVE

Most basic user stories were finished.

2.4. SPRINT 2 OVERVIEW

2.4.1 Sprint Overview:

"Our goal for this sprint is to finish the implementation user stories started in Sprint 1."

2.4.2 Stories Selected for this Sprint:

Goutham:

1.1

Jackson:

1.8

Haris:

1.11

Ryan:

1.18

2.4.3 Team Capacity:

"We expect to be able to finish these user stories by the end of the sprint."

2.4.4 Participants:

Goutham Kancharla - Coding

Haris Faisal - Coding

Jackson Wen - Coding

Ryan Fortier - Coding

2.4.5 Stories Completed:

1.1

1.8

1.18

2.5. SPRINT 2 PRODUCT BACKLOG

1.1

1.11

1.18

2.6 SPRINT 2 RETROSPECTIVE

All incomplete user stories were finished.

2.7. SPRINT 3 OVERVIEW

2.7.1 Sprint Overview:

"Our goal for this sprint is to implement complex user stories."

2.7.2 Stories Selected for this Sprint:

Goutham:

1.12

1.13

1.14

1.15

1.16

1.17

Haris:

1.11

1.10

Jackson:

1.7

1.9

Ryan:

1.17

1.20

2.7.3 Team Capacity:

"We expect to complete all of these user stories by the end of the sprint."

2.7.4 Participants:

Goutham Kancharla - Coding and Code Review

Haris Faisal - Coding and Code Review

Jackson Wen - Coding and Code Review

Ryan Fortier - Coding and Code Review

2.7.5 Stories Completed:

1.12

1.13

1.14

1.15

1.16

1.17

1.20

1.11

1.10

1.9

2.7. SPRINT 3 PRODUCT BACKLOG

1.7

2.8. SPRINT 3 CODE REVIEWS

Story Reviewed	Name of Reviewer	Pull Request Link
1.17: Statistics Display	Goutham Kancharla	Merge displayStats into develop
1.11: Magical Objects	Haris Faisal	implement the user story 1.11(Magical Objects).
1.11: Magical Objects	Haris Faisal	Adding test cases for 1.11(Magical Objects)
1.6: Highlight Buttons	Jackson Wen	merge featureHighlight to develop
1.9 Quicksave Button	Jackson Wen	quicksave feature commit
1.17a: Articulate Commands	Ryan Fortier	Adding changes for articulatecommands user story
1.20: Customization menu	Ryan Fortier	Adding customizeview

2.9 SPRINT 3 RETROSPECTIVE

Most complex user stories were implemented properly. However, resolving conflicts and reversing merges should be done with less issues in the future.

2.10. SPRINT 4 OVERVIEW

2.10.1 Sprint Overview:

"Our goal for this sprint is to test all features, fix bugs, and record the project demo."

2.10.2 Stories Selected for this Sprint:

All user stories.

2.10.3 Team Capacity:

"We expect to be done by the end of the sprint."

2.10.4 Participants:

Goutham Kancharla - Coding and Code Review

Haris Faisal - Coding and Code Review

Jackson Wen - Coding and Code Review

Ryan Fortier - Coding and Code Review

2.10.5 Tasks Completed:

All user stories tested. Multiple bugs fixed.

2.11. SPRINT 4 CODE REVIEWS

Story Reviewed	Name of Reviewer	Pull Request Link
1.10	Haris Faisal	[Fixed load game and save game issue and implemented game troll](#)
1.10	Haris Faisal	[Fixing game troll](#)
1.18	Ryan Fortier	[Re-adding fixes to customization and startover user stories](#)
1.19	Ryan Fortier	[Adding helper troll](#)

2.12 SPRINT 4 RETROSPECTIVE

Many bugs were quashed efficiently.

SECTION 3: SUMMARY

In the course of this project, significant accomplishments were achieved, particularly in enhancing accessibility features such as the ability to modify text size, narrate inventory contents, and switch between white and dark themes. The incorporation of trolls to impede progress through certain passages and the introduction of time-sensitive elements added a layer of complexity and excitement to the overall experience. However, to accommodate the intricacies of the troll game, an additional attribute and complex logic had to be integrated. Additionally, an unexpected but beneficial change occurred in the redesign of the initial design pattern for user story 1.3, resulting in simpler and more comprehensible code. Despite these alterations, the project successfully addressed the core functionalities outlined in the initial proposal. While the final product may differ slightly from the initial vision, these adjustments were made to optimize usability and ensure a more streamlined user experience.