Roles

Product Owner: Hansel de la Cruz

Scrum Master: Jennifer Green

Team Members: Kyle Jolicoeur

Goals

Initial Group Meeting:

The goal of this scrum is to have character collision detection completed, our game script completed for the game prologue, character attack animations integrated, and an inventory system created. We also wanted to debug our maps in order to properly flip tiles across the x/y axes. This was decided in the computer lab in Olsen before class on Tuesday, April 4th. We discussed what we would need to get done before the end of the semester, and decided on what would be a priority for this scrum and what would wait for a later time in the development cycle. We have decided that we would like to continue working on the game during Software Engineering II during the fall semester, and hope to finish it then.

Sprint Planning Meeting:

Tuesday, April 4th, in the Olsen computer lab. We took our product goal and converted it into our scrum backlog. For reasons of space, the backlog goals will be listed here.

Write a detailed script for the prologue of our game.

Debug character attack animations.

Create inventory system.

Code tile flipping system for maps.

Continue coding collision.

Controls for user input.

GUI components.

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| Tasks | Sunday Apr 2 | Monday  Apr 3 | Tuesday  Apr 4 | Wednesday  Apr 5 | Thursday  Apr 6 | Friday  Apr 7 | Saturday  Apr 8 |
| Script |  |  | 2 | 1 | 1 |  |  |
| Attack Animation |  |  |  | 1 | 1 | 3 |  |
| Tile Flipping |  |  |  | 1 | 1 | 1 | 1 |
| Inventory |  |  |  |  |  |  |  |
| Collision |  |  | 1 |  | 2 | 1 |  |
| User Input |  |  |  |  |  |  |  |
| GUI |  |  |  |  |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Tasks | Sunday Apr 9 | Monday  Apr 10 | Tuesday  Apr 11 | Wednesday  Apr 12 | Thursday  Apr 13 | Friday  Apr 14 | Saturday  Apr 15 |
| Script | 1 |  |  |  |  |  | 1 |
| Attack Animation | 1 |  |  |  |  |  |  |
| Tile Flipping | 2 |  | 1 |  | 3 |  | 1 |
| Inventory |  | 2 |  |  | 1 |  |  |
| Collision | 2 |  |  | 2 |  | 1 |  |
| User Input |  |  |  | 1 | 1 |  |  |
| GUI |  |  |  |  | 1 | 1 | 2 |

Daily Achievements

Tuesday April 4th – Had our sprint planning meeting. Created backlog chart.

Wednesday, Apr 5th – Jen worked on script. Hansel worked on tile flipping and collision. Kyle worked on attack animation.

Thursday, Apr 6th – Jen worked on script. Hansel worked on tile flipping. Kyle worked on attack animation. Meeting took place before class.

Friday, Apr 7th – Jen debugged attack animations with Kyle. Hansel worked on tile flipping and collision.

Saturday, Apr 8th – Meeting took place on Gitter. Hansel continued work on tile flipping.

Sunday, Apr 9th – Jen worked on script. Kyle worked on attack animation. Hansel worked on tile flipping and collision.

Monday, Apr 10th – Kyle and Jen worked on inventory system. Meeting took place in computer lab.

Tuesday, Apr 11th – Hansel worked on tile flipping. Meeting took place in computer lab.

Wednesday, Apr 12th – Kyle worked on user input. Hansel worked on collision.

Thursday, Apr 13th – Hansel worked on tile flipping and collision. Kyle worked on user input. Jen helped debug collision code.

Friday, Apr 14th – Kyle worked on GUI elements. Hansel worked on collision. Meeting took place over Gitter.

Saturday, Apr 15th – Hansel worked on tile flipping. Jen worked on script. Kyle worked on GUI elements.

Retrospective

Many of our goals are, at this point, ongoing ones. We have continually worked to improve our map handling and collision detection as they are affected by other changes made to the overall game code. Our character attack animations are finished. Map tile flipping is not fully complete yet, although it is most of the way there. Certain tiles still refuse to display properly. The inventory system base code is done, but it requires more work to get the inventory fully operational. We have controls for the user set up, allowing the character to move and attack, and we have a GUI and menu system ready. Many of the base components of our game have been created, and our work moving forward will depend on integrating them together to form a whole.

Prototype

Our prototype can be found on Github at <https://github.com/hanselrd/bubble-warrior-adventures> .