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 2-3 maps fully loaded, and a character model that can interact with those maps, for the prologue of our game. This was decided in the computer lab in Olsen before class on Tuesday, February 28th. We discussed what we would need to get done in order to have a functional prototype, and decided on what would be a priority for this scrum and what would wait for a later time in the development cycle.

Sprint Planning Meeting:

Wednesday, March 1st, over Skype. We took our product goal and converted it into our scrum backlog. For reasons of space, the backlog goals will be listed here.

Write down a detailed plot outline for the beginning of our game.

Create whatever maps are required for the story.

Ensure that each map loads and can be interacted with.

Create character animation cycles for the main character, including walking, running, weapon attacks, etc.

Create sprite sheets for any NPCs needed for the start of the game.

Find and download enemy sprites.

Code in collision handling and make sure that characters can interact with the maps appropriately.

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| Tasks | Sunday Feb 26 | Monday  Feb 27 | Tuesday  Feb 28 | Wednesday  Mar 1 | Thursday  Mar 2 | Friday  Mar 3 | Saturday  Mar 4 |
| Plot |  |  |  |  |  |  |  |
| Map Creation |  |  |  | 4 | 2 |  | 2 |
| Map Loading |  |  |  | 1 | 2 | 1 | 1 |
| Character Animation |  |  |  | 2 | 2 | 2 |  |
| Sprites |  |  |  |  |  | 3 | 1 |
| Enemy Sprites |  |  |  |  |  |  |  |
| Interaction |  |  |  |  |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Tasks | Sunday Mar 5 | Monday  Mar 6 | Tuesday  Mar 7 | Wednesday  Mar 8 | Thursday  Mar 9 | Friday  Mar 10 | Saturday  Mar 11 |
| Plot | 2 |  | 3 |  |  |  |  |
| Map Creation |  |  |  |  | 2 |  | 2 |
| Map Loading |  | 1 | 1 | 3 | 3 | 1 | 1 |
| Character Animation |  | 2 |  |  |  |  |  |
| Sprites |  |  |  |  |  |  |  |
| Enemy Sprites |  | 3 | 1 | 3 |  |  |  |

Daily Achievements

Tuesday, Feb 28th – Had our sprint planning meeting. Created backlog chart.

Wednesday, Mar 1st – Hansel set up the overall project structure (CMake). Jen finished the castle exterior map. Kyle began coding NPC classes. Meeting took place over Skype.

Thursday, Mar 2nd – Hansel implemented a Game class. Jen began work on forest map. Kyle started work on character attack animations. Meeting took place before class.

Friday, Mar 3rd – Hansel added StateHandler class. Jen created spritesheets for various castle NPCs. Kyle continued work on character animations. Meeting took place on Gitter.

Saturday, Mar 4th – Hansel added abstract State class. Jen added missing spritesheets to Github repository. Kyle finished work on character animations. Meeting took place on Gitter.

Sunday, Mar 5th – Changed how we would handle equipment to better suit the needs of the plot. Meeting took place on Gitter.

Monday, Mar 6th – Hansel added TitleScreen class. Jen found various enemy sprites. Kyle started work on enemy attack animations. Meeting took place over Skype.

Tuesday, Mar 7th – Hansel added PlayState class. Jen wrote up a plot synopsis for the game prologue. Kyle continued work on enemy animations. Meeting took place at school.

Wednesday, Mar 8th – Hansel started coding how to load maps. Jen added some enemy sprites to Github. Kyle worked on enemy attack animations. Meeting took place on Skype.

Thursday, Mar 9th – Hansel continued to work on map loading. Jen worked on castle map details. Meeting took place at school.

Friday, Mar 10th – Hansel began working on abstract Object class. Kyle caught strep throat.

Saturday, Mar 11th – Hansel continued work on abstract Object class. Jen altered maps to load more quickly. Kyle out sick with strep. Meeting took place on Gitter.

Retrospective

Although we were not able to complete all our goals, we did finish approximately 90% of them. In our perspective, this sprint cycle was a success. We have working maps loaded, character animations complete, and enemy sprites have been found. The only thing we have left to do is to integrate out character model into the map and ensure that they can interact correctly, IE not phasing through walls, properly walking behind certain objects rather than in front, etc.

Prototype

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