

Dimension Runner

Erdem KURU

Bartu Duman

Hasan Kaplan

Esat Ertuğrul Filiz

- **What functionality does the system have at the end of this sprint?**

Our Project has 7 functions:

- Collecting Coins
- Entering Game
- Losing Game
- Collecting Hearts
- Hitting Trap or dodging it
- Changing dimension
- Changing Difficulty

- **List the user stories that you successfully implemented during this sprint**

- 1-User can pass next dimension after playing game for a while
- 2- User can change difficulty before starting a game

- **Did you end up making any changes to any of these user stories? Did you break down further any the user stories? Did you identify any new user stories during this sprint and, if so, did you add them to the product backlog or decide to implement them right away? Explain**

We did not any changes in user stories. And there is no any new user story for now.

- **What are the "lessons learned" at the end of this sprint? What would you do differently next time? Explain**

We learned how to change difficulty and how to change dimension without making harm to game's composition.

- **Provide an updated numbered list of all user stories yet to be implemented; indicate pre- and post-conditions**

User stories	Pre-Conditions	Post-Conditions
User collects coin	User walks to coin	User's coins updated
User change difficult	User pushes button	Difficult changes
User changes dimension	User passes one point	Dimension Changed
User hits trap	User walks to trap	User loses one heart
User plays game	User hit play button	Game starts
User collects heart	User walks heart	User gets one heart

o Given the current functionality of the system and taking into account the pre- and post-conditions, identify a subset of user stories to be implemented during the next sprint. Be sure that the cumulative size of the selected user stories is about 1/3 of the size of the full backlog. Describe the functionality that your (partially implemented) system will have at the end of this sprint.

New traps:

Player can walk to new trap

Pre-Condition: Player walks trap

Post-Condition: Player loses one heart

Takes: 4-5 hours

New Function Object:

Player can walk to new function object

For example player teleport when walks to function object

Pre-Conditions: Player walks to function object

Post-Conditions: Object does its function

Takes 6-7 hours