

Sprint #1 Report  
Battle for Westeros, Wildfire Studios  
7/10/18

**Actions to stop doing:**

At this point, we have a relatively complete vision on what we want our game to be and do. Starting in Sprint 2, the bulk of our time and effort will be spent on implementing our ideas, writing code, and testing basic game functions. We will aim to stop (or at least significantly reduce) focusing on the high level concepts unless absolutely necessary.

**Actions to start doing:**

We have been upholding scrum practices in terms of management with relative cohesion, however after completing our readings for RAC2 it seems apparent that we should follow the engineering practice of continuous integration of our work. Throughout the first sprint, while most of our story points were spent on planning and overcoming the learning curve of android studio and in having full mastery of our github branch. This makes sense, however it led to a general feel of confusion in terms of the team not having full clarity in the concrete construction of code: if few additions to the project are made consistently then it is difficult to determine the progress of each team member, and when final additions are made often the code from other team members must be glued to your own to avoid bugs and to maintain functionality. Essentially, our team should focus on making more viable additions to the project and in trying to make a working submission with their contributions several times per week.

The team should also focus more precisely into breaking down the user stories into tasks that are independent and can allow for individual team members to accomplish goals without needing to check in on peers who are working on similar tasks or user stories.

**Actions to keep doing:**

Our teamwork and management process has been clean and each member of the team has been invested in the design process through all of our scrum meetings which is really great because this makes us cohesive and we all understood with relative clarity what each team member's tasks are and this allows us to be accountable for each other, as well as allowing us to know who we may need to be working more closely with if our code may end up having conflicts/dependencies.

**Work completed/not completed:**

The purpose of this sprint was largely to get a feel for developing a working app under android studio, and the barebone framework of a game that we can start to expand on throughout our following sprints. In the course of the first sprint, we have completed the user story of

finalizing the framework of the game logic and systems. This includes the team deciding on a leveling system that will make the game enjoyable, and puzzling out combat interactions and how it should play out. This was all discussed as a team, however our product manager Khang made some final calls regarding these decisions.

The logistics of the map system have been finalized as well thanks to work done by Marga, with our decision to make several levels of abstraction: There is a map which generates a two-dimensional array of square Tile objects, which can be occupied by a GameObject, which can be an Actor (anything that moves: a Player or an Enemy, implemented as subclasses of Actor), or an Item, which is something that the player can interact with (namely pick up). These files have been built and added to our main branch on android studio and on github.

In creating a menu, Zhizhou can largely be accredited for constructing the buttons in the .xml file that are interactive and polished. They allow for dynamic changes of game state so that the player can navigate throughout the main activity easily.

For graphics, Ian figured out the display of rectangles in an arrayList in the form of mapTiles, a class written by Marga. This completed the user story of being able to manipulate graphics on the phone, and when paired with the menu feature will give us the backbone of a working structure for our program.

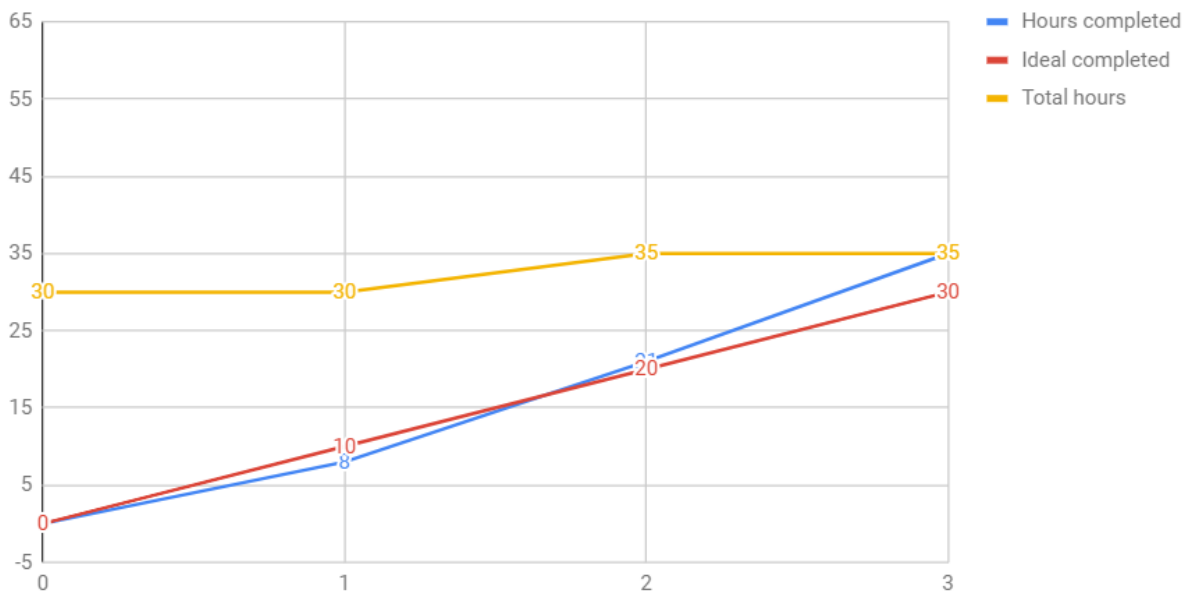
For combat system, we decided to not create a separate activity for fights, Thomas created a small program. In the program, when a button is clicked, a new text will be displayed on the upper left corner of the screen. This is only a small program that shows what the combat system will look like, but for the final product, we need to take in account of the current health and the attack of the AI.

### **Tasks Completed/Not Completed:**

User Story	To Do	In Progress	Done	Comments
User Story 1			Task 1 - Marga	
			Task 2 - Thomas	
			Task 3 - Khang	
			Task 4	
			Task 5 - Everyone	
User Story 2			Task 1 - Joe	

			Task 2 - Joe	
			Task 3	
User Story 3			Task 1 - Ian	
			Task 2 - Ian	
			Task 3 - Ian	

### Burnup Chart:



### Work completion rate:

Total number of User Stories completed: 3

Total work hours completed: 35

Days for Sprint: 7

User Stories per day: 1 every 2 days

Work hours per day: 5 hours