

Sprint 1 Report

1. Proposed tasks vs Completed Tasks:

- **Proposed:**

- 1.1. Control over character's movements using different methods of input.
- 1.2. Combat system mechanics.
- 1.3. Different NPC types.
- 1.4. Aesthetically pleasing and immersive first level of the game.
- 1.5. In-game day-night cycle affecting gameplay and NPC behaviours.

- **Completed:**

- 1.1. Control over character's movements using different methods of input.
- 1.2. Core combat system with an NPC that can be defeated by attacking him.
- 1.3. Aesthetically pleasing and immersive first level of the game.
- 1.4. In-game day-night cycle.

2. Unrealized Tasks:

- More NPCs with a more complex behaviour, that is also influenced by the day-night cycle.
- A more engaging combat system.

3. Difficulties Encountered:

- Encountered challenges in merging Unity scenes and Prefabs, requiring significant effort to resolve conflicts for cohesive integration.
- A team member's movement system was hindered by GIT LFS issues, later resolved for successful integration.
- Faced complexities in developing a dynamic patrolling system for enemy NPCs, demanding extra research time.

4. Collaboration and Team Performance:

- **Overall Teamwork:** Excellent collaboration marked by strong communication and problem-solving, with each member effectively contributing to the project.
- **Marius's Contribution:** Played a key role in debugging and fixing some movement and attacking mechanics, swiftly addressing and resolving minor bugs.

5. Conclusion:

In summary, despite the challenges encountered, the team's effective collaboration and individual dedication, played a crucial role in the progress made during this sprint. We will make an effort to move some tasks for the next sprint and solve them in the next two weeks, prioritising quality of our work.

Retrospective Outcome

1. Reflection on Sprint Achievements:

Successful implementation of character movement controls, a simple combat system, an aesthetically pleasing first level, and a dynamic day-night cycle. These accomplishments demonstrate the team's ability to meet base project objectives, demonstrating a vision of the overall finished product.

2. Addressing Unrealized Tasks:

Acknowledge the need to develop more complex NPC behaviours and a more engaging combat system. Plan to prioritise these tasks in the next sprint, ensuring they align with the project's goals.

3. Learning from Difficulties:

The challenges faced with Unity scene merging, GIT LFS issues, and NPC patrolling system development provided valuable insights. These experiences will inform future development strategies, emphasising the importance of thorough testing and contingency planning.

4. Enhancing Collaboration and Problem-Solving:

The effective teamwork observed in this sprint sets a strong foundation for future collaboration. Continue open communication and mutual support, encouraging team members to share ideas and solutions, like we did in this sprint.

5. Individual Contributions and Growth:

We recognize the individual effort put by each member of the team that had his tasks done in this sprint, particularly Marius's contribution on helping the team and refining some key mechanics of the project. We will continue to learn and develop our skills.

6. Actionable Steps for Improvement:

- Implement regular check-ins for team members to monitor progress on complex tasks.
- Better prioritise some tasks on the board and divide complex tasks into smaller ones.

7. Conclusion and Forward Planning:

We will carry the lessons learned into the next sprint. Will emphasise the goal of addressing unrealized tasks while maintaining the quality of work. Will set clear objectives for the upcoming sprint, ensuring alignment with the project's long-term vision.

Review Session

Overview

Achievements

- **Successfully Completed Tasks:**
 1. **Character Movement Control:** Integration of different input methods to control the character was achieved, allowing for player to choose between playing on a mouse and a keyboard or on a controller.
 2. **Core Combat System:** A foundational combat system was developed with an NPC capable of combat engagement.
 3. **First Level Development:** The team successfully created an aesthetically pleasing and immersive first level, setting a high standard for game environment.
 4. **Day-Night Cycle:** Implementation of a dynamic day-night cycle, adding depth to gameplay.

Challenges

- **Unity Scene Integration:** Encountered difficulties in merging Unity scenes and Prefabs. This required significant effort to resolve conflicts for cohesive integration.
- **GIT LFS Issues:** Hindered progress in movement system development, though it was eventually resolved.
- **NPC Patrolling System:** Developing a dynamic system for enemy NPCs proved to be complex, demanding additional research and time.

Team Performance

- **Overall Collaboration:** The team demonstrated excellent collaboration, marked by strong communication and effective problem-solving skills.
- **Individual Contributions:**
 - **Marius:** Played a pivotal role in debugging and refining movement and attacking mechanics, contributing significantly to the project's progress.

Retrospective Analysis

Reflections

- **Sprint Achievements:** The team successfully met several key objectives, laying a solid foundation for the game's development.

- **Learning from Challenges:** The difficulties faced provided valuable learning experiences, emphasising the importance of thorough testing and contingency planning.

Improvement Strategies

- **Regular Check-Ins:** Implementing regular check-ins will help monitor progress on complex tasks, ensuring timely completion and quality.
- **Task Prioritization:** Better prioritisation and division of complex tasks into smaller, manageable units will enhance efficiency and clarity, making it possible to focus on a single thing at a time.

Conclusion and Forward Planning

- **Addressing Unrealized Tasks:** In the next sprint, focus will be on developing more complex NPC behaviours and an engaging combat system.
- **Carrying Lessons Forward:** The experiences from this sprint will inform future strategies, with a focus on maintaining the quality of work and aligning with the project's long-term vision.
- **Setting Clear Objectives:** The next sprint will have clear, achievable objectives, building on the successes and lessons of this sprint.

Overall, Sprint 1 was marked by significant achievements and learning experiences. The team's ability to overcome challenges and maintain a high level of collaboration sets a positive tone for future sprints.