Sprint 4

**Sprint Backlog**

* Obtain, develop and prepare assets for terrain, basic player movement and basic player animations. - completed
* Update the player script to include Basic Player Movement (moving left, moving right and jumping) - completed
* Configure the required settings for Basic Player Animations - completed
* Write a script and configure the required animations for the trap Rotating Saw - completed
* Update the player script to include Player Death - completed
* Develop a Checkpoint System for the game – not started
* Develop a Test Map. This map serves as the place where all functionalities of the game will be tested - completed

**Sprint Specific User Stories and Acceptance Criteria**

-As a developer, I want to have access to assets for terrain, player models, traps and and player animations so that I won’t have to do them myself and I can focus on developing the functionalities of the game  
Given a developer working on the terrain/traps/player  
When the developer searches the assets folder  
Then the developer should find assets for terrain/ traps/player models and animations

-As an user, I want my character to move consistently so that I can accurately plan my movements  
Given a player in the game  
When the player moves left or right  
Then the player should move in that direction at a consistent speed

-As an user, I want my character to jump and fall in a consistent and realistic manner so that I can easily deduce which platforms are out of reach and which platforms are not   
Given a player in the game  
When the player jumps  
Then the player should ascend and descend at a realistic and consistent speed and height

-As an user, I want animations for my character so that the gaming experience is enhanced and so that I can figure out the movement state of my character   
Given the player in the game  
When the player moves left, moves right, jumps or falls  
Then corresponding animations should play seamlessly

-As an user, I want rotating saw traps so that the game is more challenging and fun  
Given the player in the game  
When the player progresses through the level  
Then he should encounter rotating saws and have to avoid them

-As an user, I want my character to be able to die so that the game becomes more challenging and requires a deeper understanding of the controls and traps.  
Given the player in the game  
When the player touches a trap or falls out of bounds  
Then the level should be reset from the start

-As a developer, I want a Test Map so that I can test features of the game in a ready-made environment and so that I won’t have to waste time creating that environment myself.  
Given the developer in the editor  
When the developer wants to test a feature  
Then there should already be a place on the Test Map where he can test it

**Sprint Report**

The goal of this sprint was to develop the fundamental features of the game, so that the developers can each work on their tasks without interference from unfinished, buggy or missing functionalities that may prevent them from finishing and testing their work.

There are now enough sprites in order to provide a varied game environment and to enhance the user experience. The basic player movement (moving left, moving right, jumping and falling) is fully functional and all of these movements have corresponding animations that are a good fit for the theme of the game.

The Player Death and Rotating Saw features have been implemented and they are ready to be used in the development of levels.

The Test Map is ready and all feature testing will be done there.

Work on the Checkpoint System has not started yet, but the feature will be implemented in the following sprint. For the moment, it does not impede development related tasks.

The following sprint serves the purpose of finishing any previously incomplete features and of delivering a game demo that will give players an idea regarding the mechanics and feel of the game. It should contain a full level, a new player ability, accompanied by the required animations, a new type of object and a responsive game environment.

**Retrospective Outcome**

The idea to use the Pixel Adventure 1 assets from the asset store proved to be excellent as it accelerated work on the project, provided quality content and let the developers focus on the inner logic of the game.

Player movement and animations proved to be more complex and cumbersome than previously thought, so more resources should be allocated to development in the areas of Player Movement and Animations in the future sprints.

The development of a level proves to be an easy task, given that all of its required features are already implemented, the bulk of the work being of a creative nature. Therefore, it is mandatory that work on a level begins only after its required features are already implemented. The Test Map is an exception to this rule, as its sole purpose is to be the place where developers test and implement the elements of the game.

Unfinished tasks are not critical to the development of the software product and will be quickly deployed in the future sprint.

**Review Session**

Work on the project has progressed in a satisfactory manner. Development tasks have been approached with professionalism by all team members. Team members are supportive and help their colleagues. Team morale is high and a lot of effort is put into the project by the members. If work continues as it has so far, the software product will be of high quality and will be delivered on time.