Sprint 5

**Sprint period: 11.12.2023 – 24.12.2023**

**Planned Capacity for next Sprint:**

* Bălănică Andrei – low
* Lefter Andrei - medium
* Mihăilă Nicolae – medium
* Potângă Alexandru-Alin – medium

**Burn up Chart**



**Sprint Backlog**

* Develop a Checkpoint System for the game (previous sprint) – completed
* Implement the necessary script for the Finish Level State/Conditions - completed
* Write the scripts for Moving Platforms and make them part of the game prefabs - completed
* Update the player script to enable Collecting Items - completed
* Update the player script to enable Double Jump and add the corresponding animations – completed
* Develop the First Level. This level should showcase the functionalities implemented so far and serve as a demo for the game – in progress (push to future sprint)

**Sprint Specific User Stories and Acceptance Criteria**

-As an user I want to have a checkpoint system so that I won’t have to restart a level from the beginning if I die  
Given the player in the game  
When the player dies and has an active checkpoint  
Then he will be respawned at that checkpoint

-As a player I want the game to have a finish level state or condition so that each level has a clear end and end goal  
Given the player in the game  
When the player reaches the prize cup at the end of the level  
Then the environment should become unresponsive, signaling that the level is over and a message should pe displayed in the debug log (temporarily)

-As a player I want to have access to moving platforms so that I can cross gaps that are too wide and so that I can reach ledges that are too high  
Given the player in the game  
When the player jumps on a moving platform  
Then the platform should carry the player with it

-As an user I want to be able to collect items so that I can have a visual indicator of unlocking new abilities  
Given the player in the game  
When the player picks up a fruit  
Then the player unlocks a new ability

-As an user I want to be able to double jump so that new platforming challenges can be tackled  
Given the player in the game  
When the player has the double jump ability unlocked and the player has jumped once and he is mid-air and presses the jump button again  
Then he should jump once more until reaching the ground

-As an user I want to have access to a first level that is easy so that I can learn the basics of the game  
Given the user in the Scenes folder  
When the user browses available scenes  
Then he should be able to access the Level 1 scene

**Sprint Review**

The goal of this sprint was to develop a functional demo version, complete with a fully fledged level, special ability (double jump), one new game object (moving platform) and to finish aspects of the game related to progression.

Everything planned for this sprint has been done, except for the First Level, which is currently in the works and will be delivered in the next sprint. A MVP (Minimum Viable Product) should be available at the end of the next sprint.

Additionally, the task from the previous sprint that was left incomplete has been finished. (Checkpoint System)

Another thing worth mentioning is the fact that a CI Pipeline that checks if the Unity project successfully builds has been added. Also, a Software Architecture Report has been made and it is close to being complete. It will require to be edited as more content is added to the game. The report offers a comprehensive overview of the project’s software system architecture.

The following sprint serves the purpose of finishing the First Level, as well as developing the remaining special abilities, traps and two more levels that will showcase the mentioned features.

**Sprint Retrospective**

Work on additional features has delayed progress on tasks such as developing levels. It is advised that in future sprints the additional features receive the most focus, so that when developers start working on levels, they have all needed functionalities already implemented.

**Review Session**

Work on the project has been completed in a very satisfactory manner. The minor set-backs that have been encountered will be easily and quickly fixed in future sprints. Work in the next sprint is expected to be less intense than before as we are nearing the Holiday Season. Despite the circumstances created by this event the project should still be delivered in the promised state, although tasks may be delayed to future sprints.