Sprint 7

**Sprint period: 08.01.2024 – 21.01.2024**

**Planned Capacity for next Sprint:**

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

**Burn up Chart**

**Sprint Backlog**

* Develop the Second Level. It should include the features of the First Level plus the spiked pitfall and the wall jump – completed
* Develop the Third Level. It should include all game features – completed
* Implement the Pause Menu and it’s functionalities - completed
* Implement the Level Completed Menu and it’s functionalities – in progress
* Implement the Start Menu and it's functionalities - completed
* Implement the Select Level Menu and it's functionalities - completed
* Implement the Settings Menu and it’s functionalities - completed
* Perform Testing and Bugfixing on the game in order to deliver the final product - completed

**Sprint Specific User Stories and Acceptance Criteria**

-As an user I want to have access to a second level that is of medium difficulty so that I can learn new features of the game and hone my platforming skills  
Given the user in the Select Level Menu  
When the user browses available levels  
Then he should be able to access Level 2

-As an user I want to have access to a third level that is of high difficulty so that I can learn all features of the game and master the platforming skills needed for the game  
Given the user in the Select Level Menu  
When the user browses available levels  
Then he should be able to access Level 3

-As an user I want to have access to a Pause Menu so that I can pause the game and choose to either continue the level, restart the level or to quit the level  
Given the user in the game  
When the user presses the Pause Menu button (Esc key)  
Then a Pause Menu should be displayed on the screen that freezez the game and offers the option to resume playing the game, restart the level or to exit the level and return to the Main Menu

-As an user I want to have access to a Level Completed Menu that opens up after I finish a level and that allows me to either replay the level or to exit the level so that I can quickly choose what to do after I am done with a level  
Given the user in the game  
When the user finishes the level  
Then a Level Completed Menu should be displayed on the screen that offers the options to replay the level or to exit the level and return to the Select Level Menu

-As an user I want to have access to a Start Menu that is accessible when the game starts up and allows me to select a level, modify settings or to exit the game so that I have control over the flow of the game  
Given the user not playing the game  
When the user starts the game  
Then a Start Menu should pop up that gives the user the ability to change to the Select Level Menu, the Settings Menu and to exit the game

-As an user I want to have access to a Select Level Menu so that I can select which level I want to play  
Given the user in the Select Level Menu  
When the user chooses a level and presses play  
Then the appropriate level should be loaded

-As an user I want to have access to a Settings Menu so that I can modify game settings to my liking  
Given the user in the Settings Menu  
When the user modifies one ore more settings  
Then the appropiate settings shall take place

-As a developer I want to fix the bugs of the game so that my team can deliver a better gaming experience  
Given the developer in the Scene window  
When the developer clicks on an object  
Then the developer can choose to modify the properties of the selected item

**Sprint Report**

The goal of this sprint was to finish all development tasks and to deliver the final product. The main focus of this sprint was to implement the various menus, to fix bugs, but also to complete the unfinished work from previous sprints (Levels 2 and 3).

Levels 2 and 3 have been completed and added to the project. All menus, except the Level Completed Menu have been added and are fully functional. The Software Architecture Report has been updated to reflect the new changes.

**Retrospective Outcome**

Working on the menus did not prove to be a challenge. It is expected that the last remaining menu will be added by the time the product is to be released.

**Review Session**

The development stage of the project is almost over. With the exception of the Level Completed Menu, every feature from the backlog has been implemented and is working properly. There is still enough time to finish work on the remaining tasks regarding the project, namely the Level Completed Menu, the Software Architecture Report and the Testing Paradigms document.