Build-A-Train

BY TUESDAY LAB GROUP 8
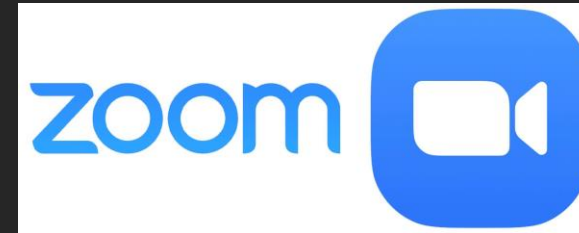
Roles

Product Owner

Inika Anand

- Communicated with the client to understand client requirements.

- In charge of the user story, requirement analysis and acceptance criteria

- Worked with the whole team to ensure the project was running correctly and according to the user story

- Validated development process to make specific acceptance criteria ae met.

Scrum Masters:

Rohith Nedunchezian and Ryan Cheung

- In charge of updating:
  - ❏ Jira
    - ❏ Burnup and burn down chart
  - ❏ Sprint Notes
    - ❏ Meeting notes
    - ❏ Tasks
    - ❏ Updates

- In charge of organizing:
  - ❏ Meetings
  - ❏ Workloads

1.4.2 Sprint 2: May 17 - May 20

Meeting Notes	Task Notes
Meeting 1 (May 17) - Planning ● Finish sprint 1 　○ Add image with correct dimensions ● Improve user experience by adding features and fixing issues to make it more enjoyable 　○ Change main menu background image 　○ Add sound effects 　○ Character improvement 　　■ Change character images and fix character orientation 　○ Remove glitches	1. Fix the incorrect dimension of the background image 2. Add a new background image to the main menu page 3. Add sound to the game 　a. Add sound effects and background music 4. Improve the character 　a. Fix character orientation 　b. Change character image 5. Remove the flickering issue at the start of the game

Development Team

Noe Chacko Jacob and Ryan Padamadan

- Programmed all the new features and updates of the game . Added additional features to complement the design of the game. Tested each feature as well.

- In charge of adding code comments
  - ❑ Each function has a description commented with triple quotation, describing the parameters and return values
  - ❑ The other comments are made with the hash symbols, describing particular lines of code

- Worked with tester and planning team to evaluate the cost of the changes.

```python
#the range of the random.randint has been changed to start at 1
#this makes sure the person does not form on the edge

#new change the random int values are now in this range, based on tested values,
#due to the change in rect_len
self.position[0] = random.randint(1, 28)
self.position[1] = random.randint(1, 17)
```

```python
def blit_head(self, x, y, screen):
    """
    Display the image of the head on the screen
    param x: the x position of the image in pixels
    param y: the y position of the image in pixels

    param screen: the variable to display the image on the screen
    """

    #the position of the second and third part of the sprite
    #done to know the correct orientation sprite head, as will be shown later in the code
    second_elem = self.segments[1]
    third_elem = self.segments[2]
```

Testing

Joshua Chao-Hsu Chen and Inika Anand

- Wrote test cases based on the issues discovered from each sprint
    - ❑ The results of the testcases were aimed to align with the acceptance criteria to make sure the product reaches the most optimal results
- Gave feedback to the development team based on the changes made so that more improvements could be made
- Conducted beta testing with multiple users including the target audience.
- Validated game based on assessment criteria with the client.

Development process and milestones

Development process and milestones

- Changes of the game based on user stories
  - ❑ Based on meetings with product owner and client
  - ❑ Product owner communicates with Scrum Masters and team

- Sprint planning begins
  - ❑ Based on meetings with product owner and client
  - ❑ Scrum masters plan on what is to be done in the sprints

- Sprints begin
  - ❑ Based on meetings with team, work is divided and changes are made

- Testing
  - ❑ Testing the changes during the sprints to ensure it runs correctly and smoothly
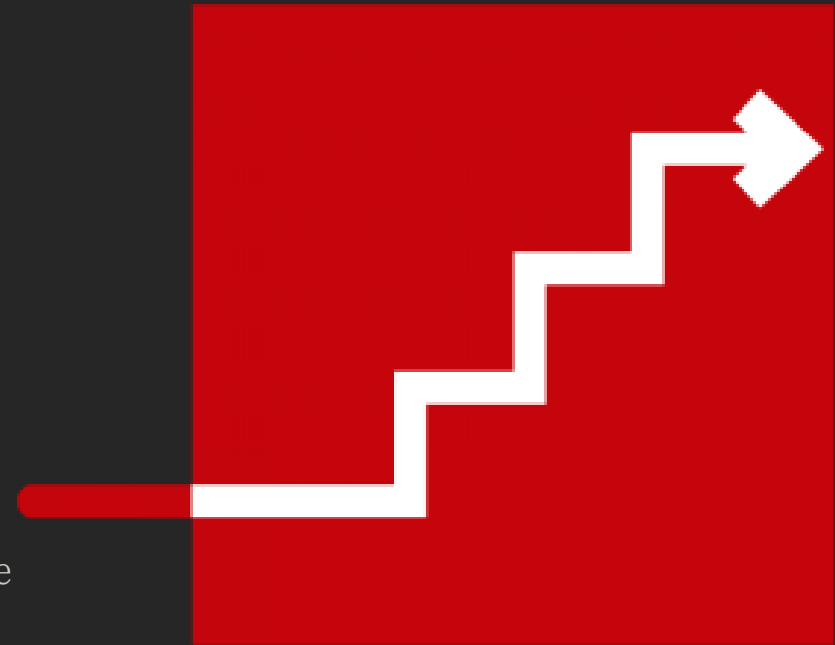
Sprint 1 Main Objectives:

- Increase the size of the game

- Add a background image

- Establish a Github Repository for the new project

Sprint 1
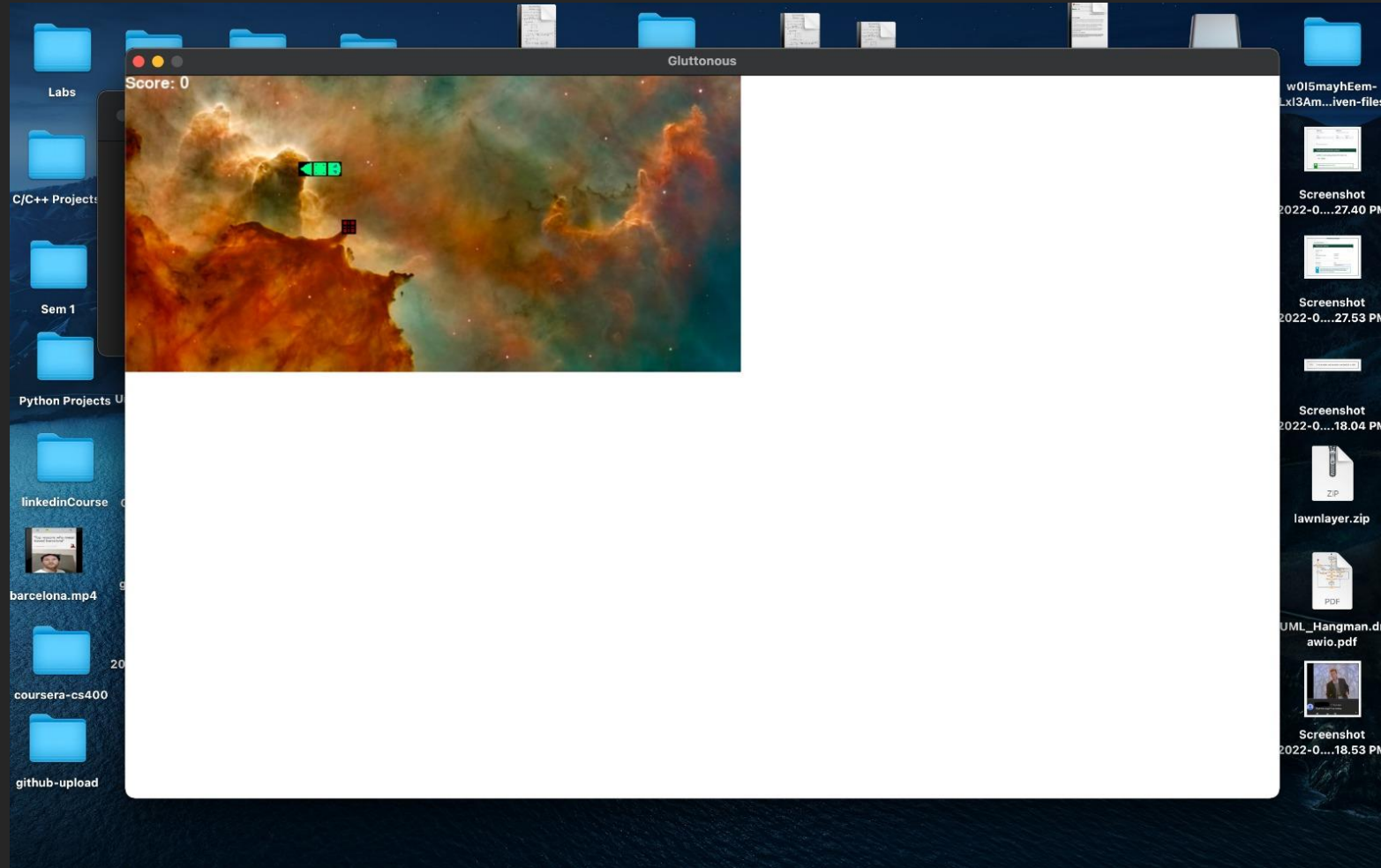
Sprint 2 Main Objectives

- Fix the incorrect dimension of the background image

- Add music to the game (sound effects and background music)

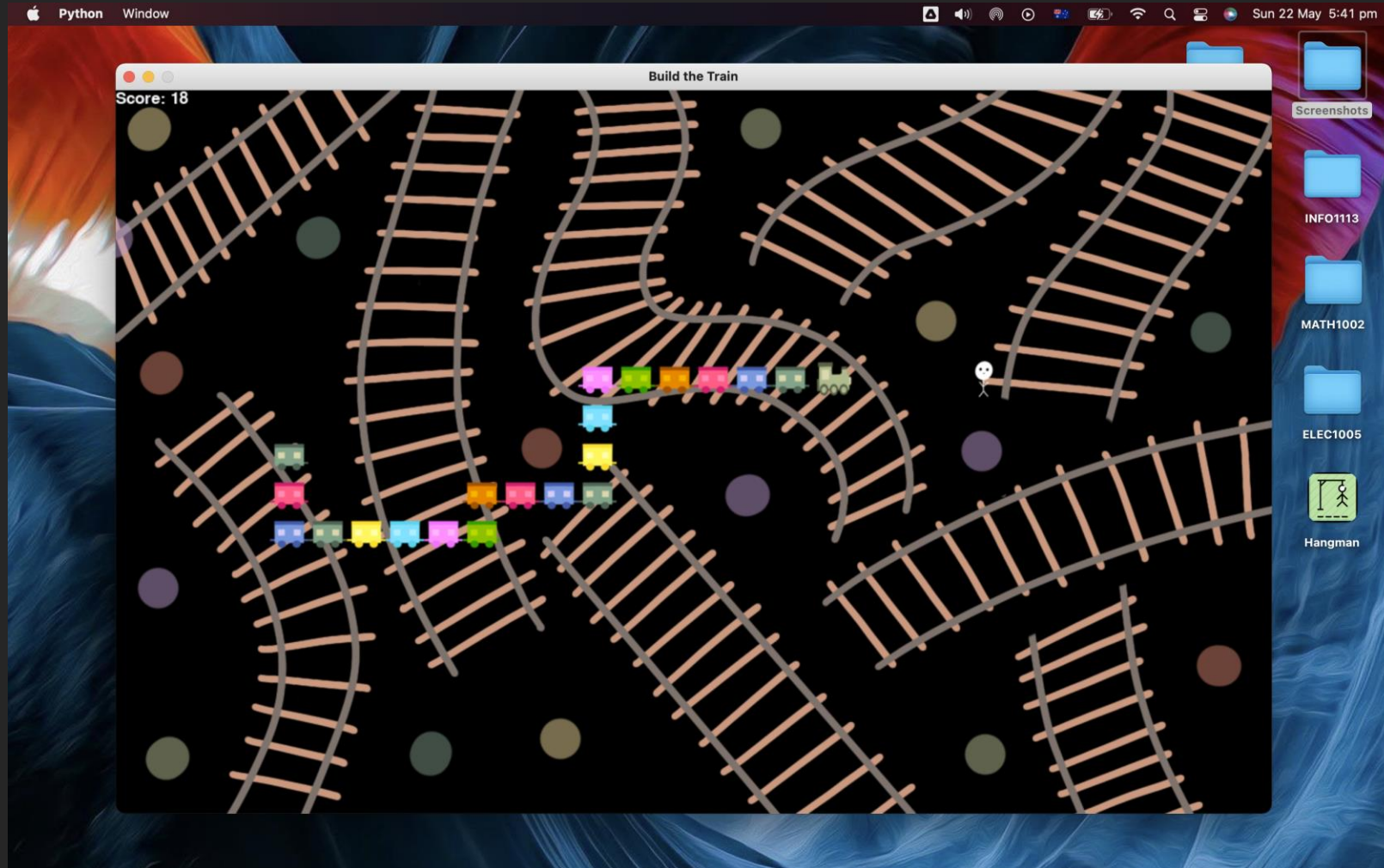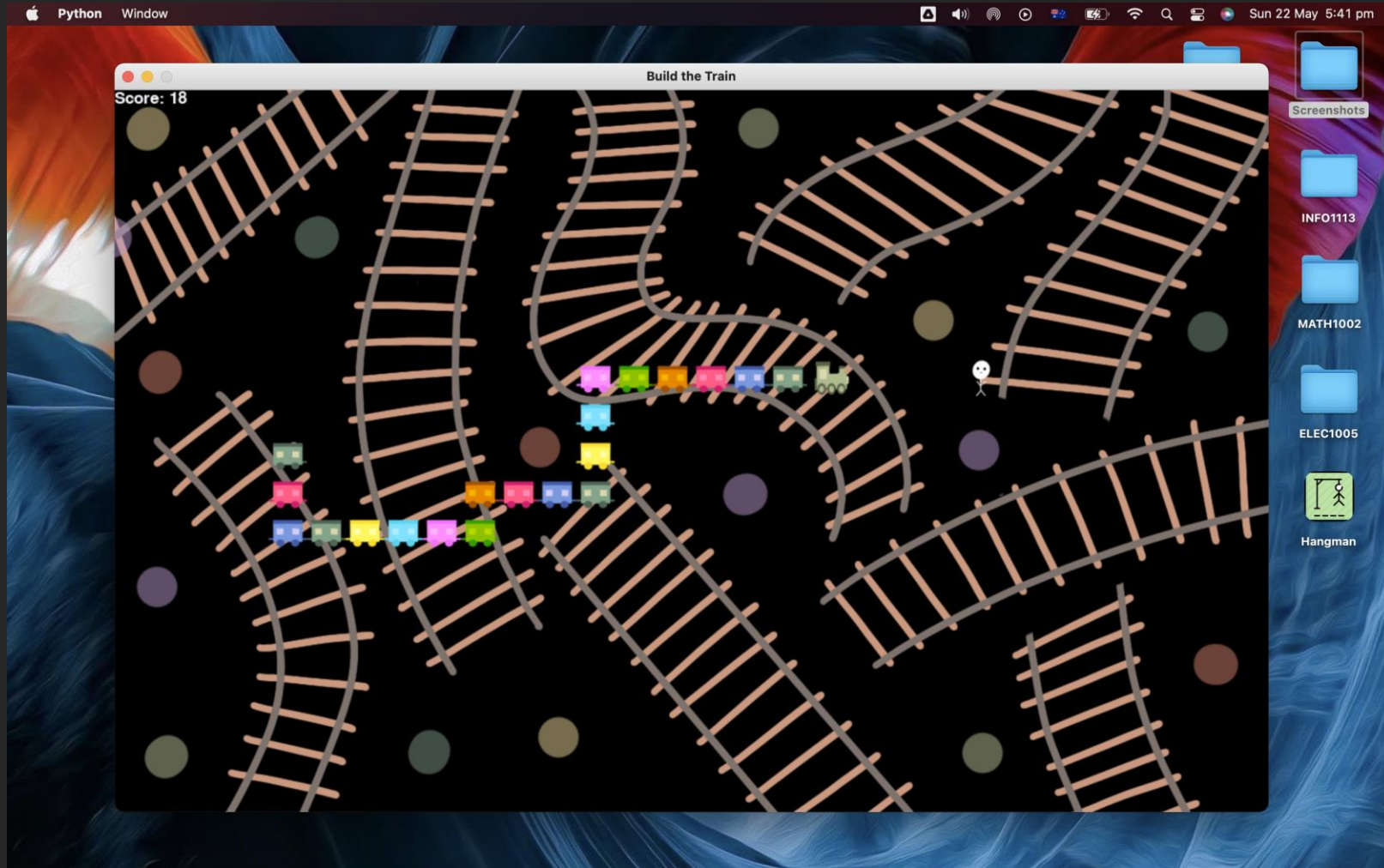- Remove the flickering issue at the start of the game

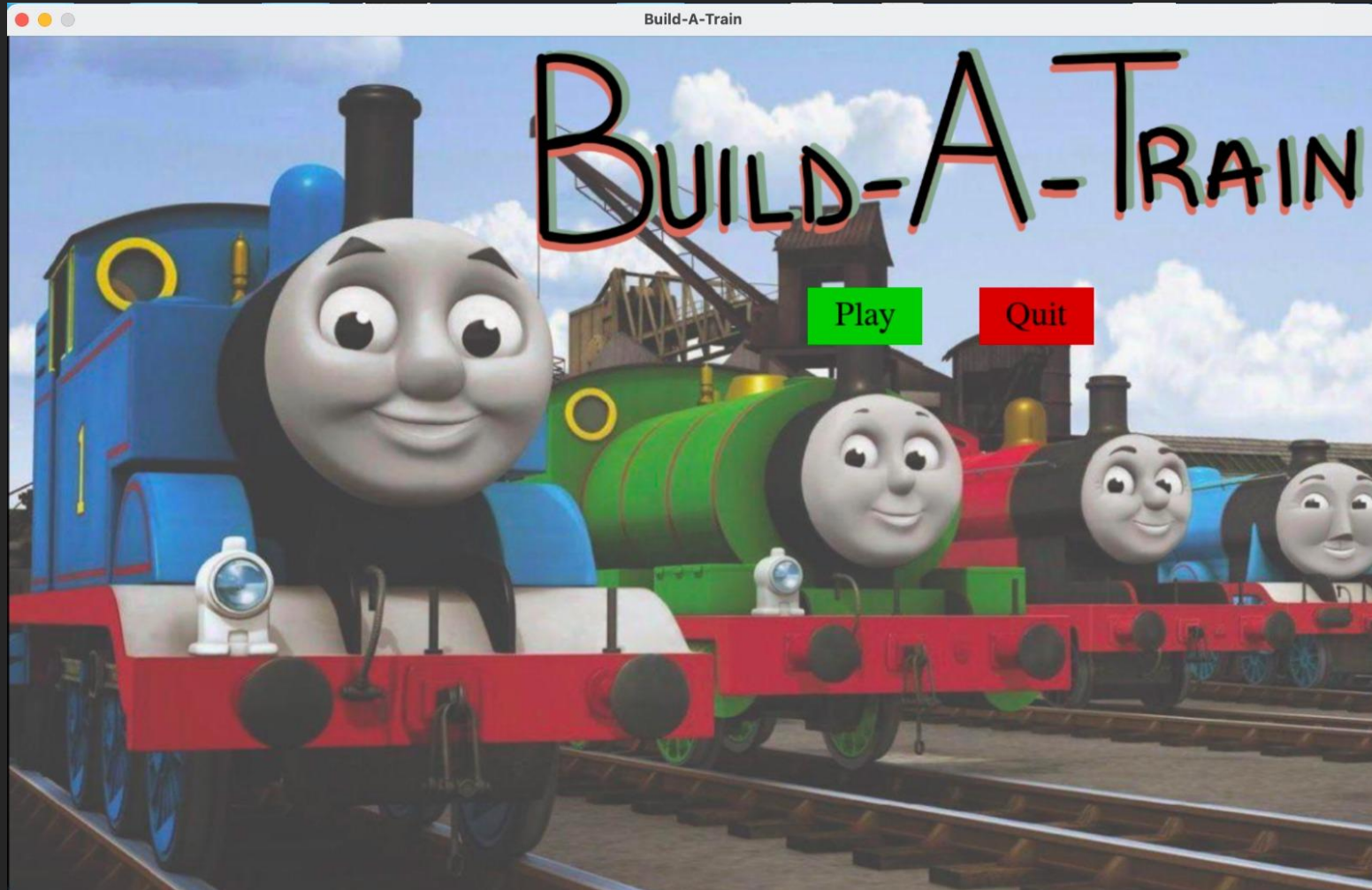# Sprint 2
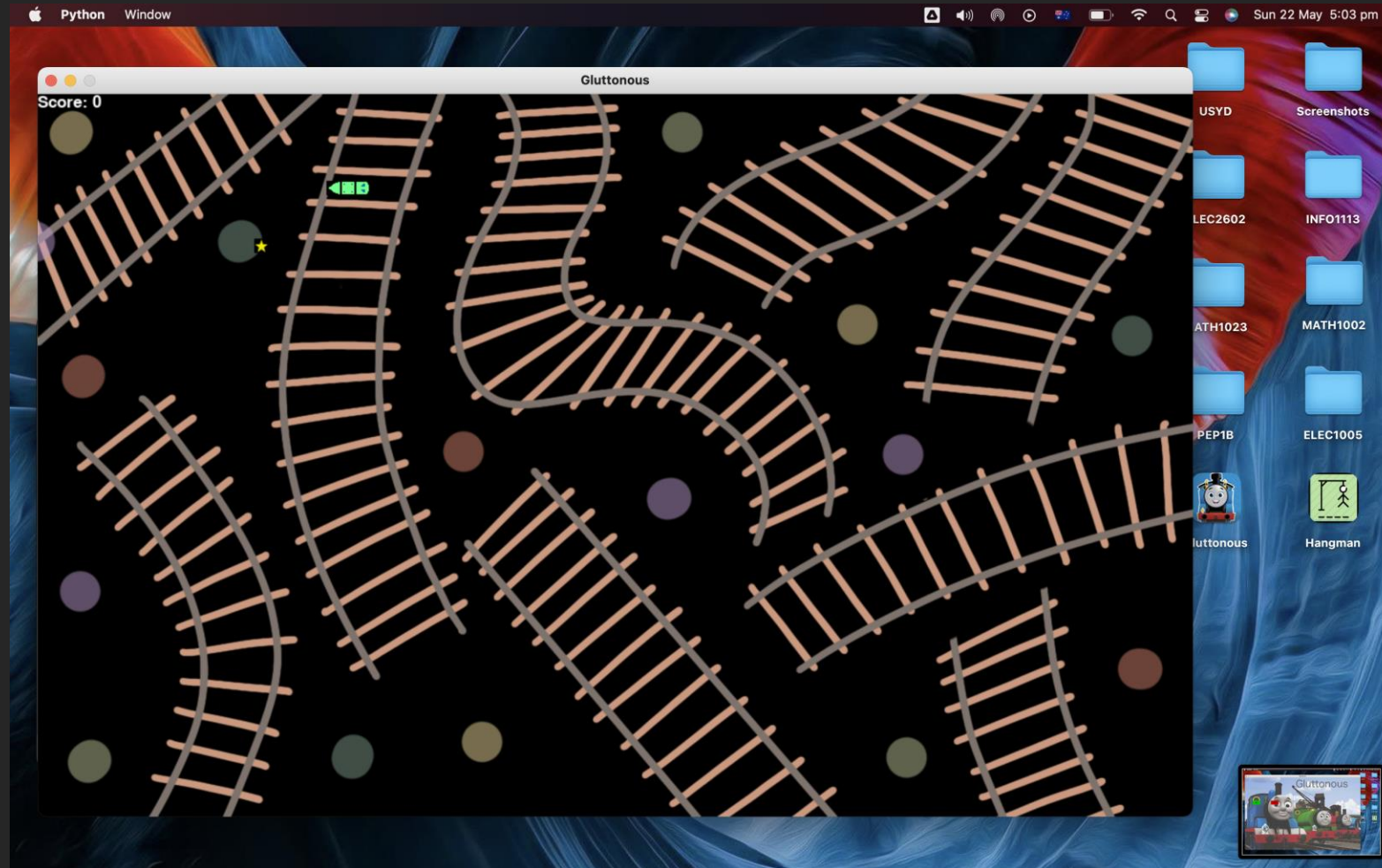
Sprint 2

Sprint 2

Sprint 3 Main Objectives

- Character replacement

- Improve the aesthetics (appealing font and colours, changed the name)

- Add more music to enhance user experience (main menu music)
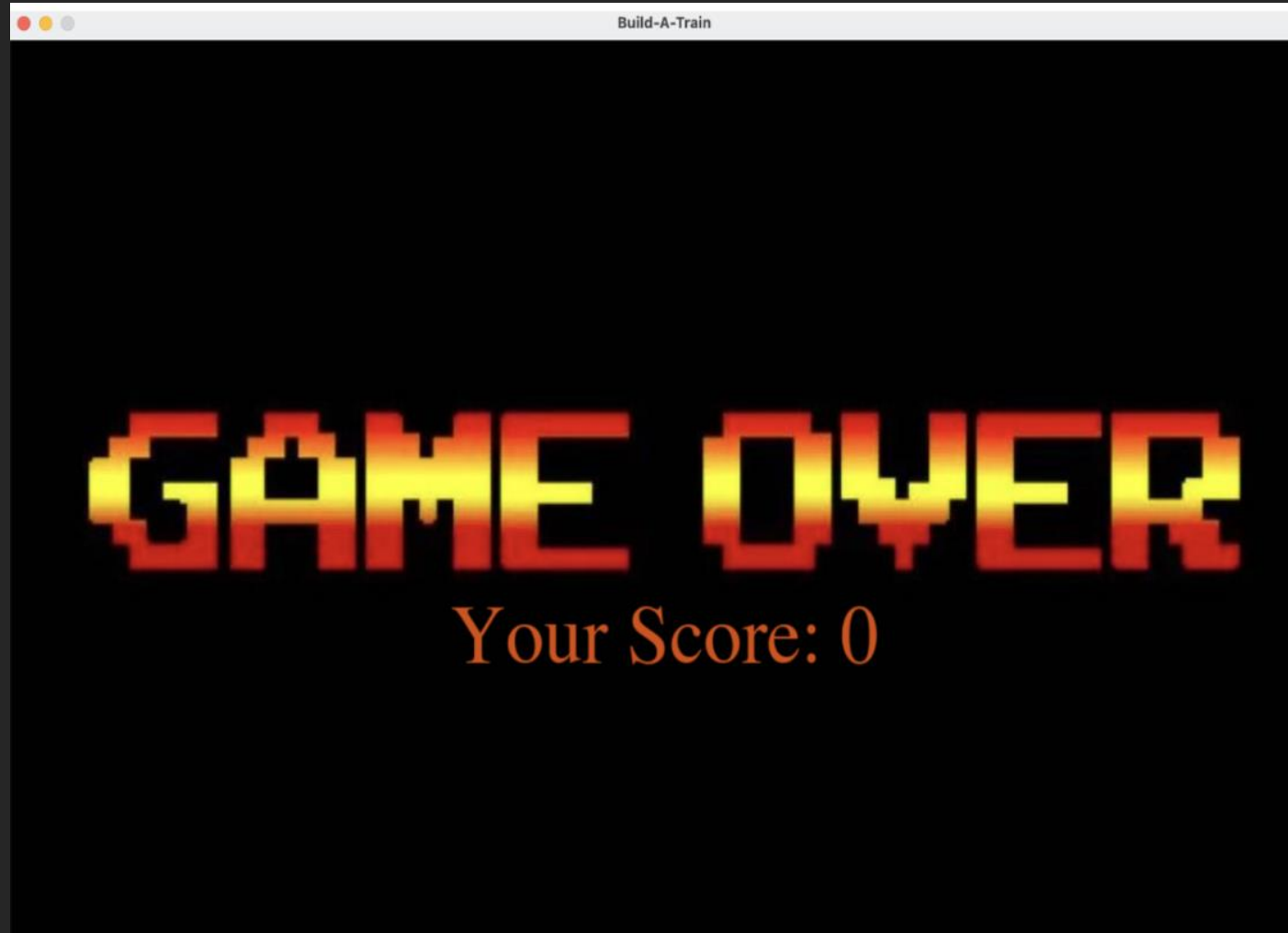
- Add game over screen with score
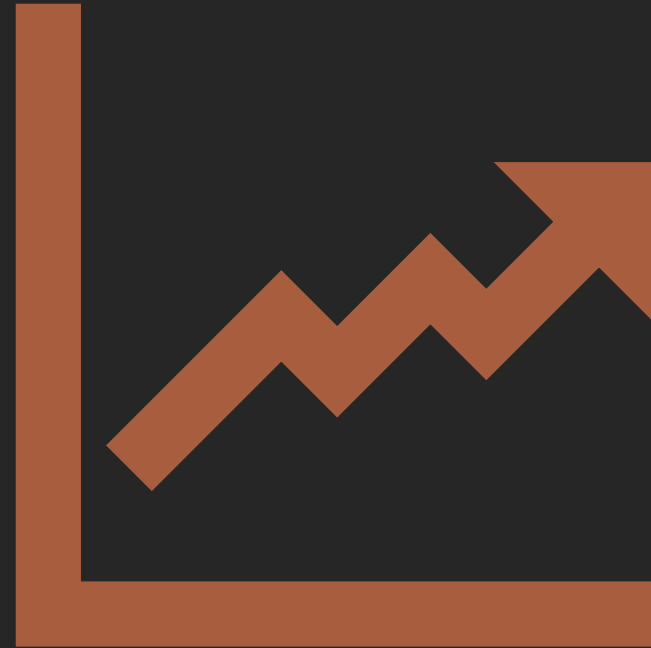
- Have an executable file

Sprint 3
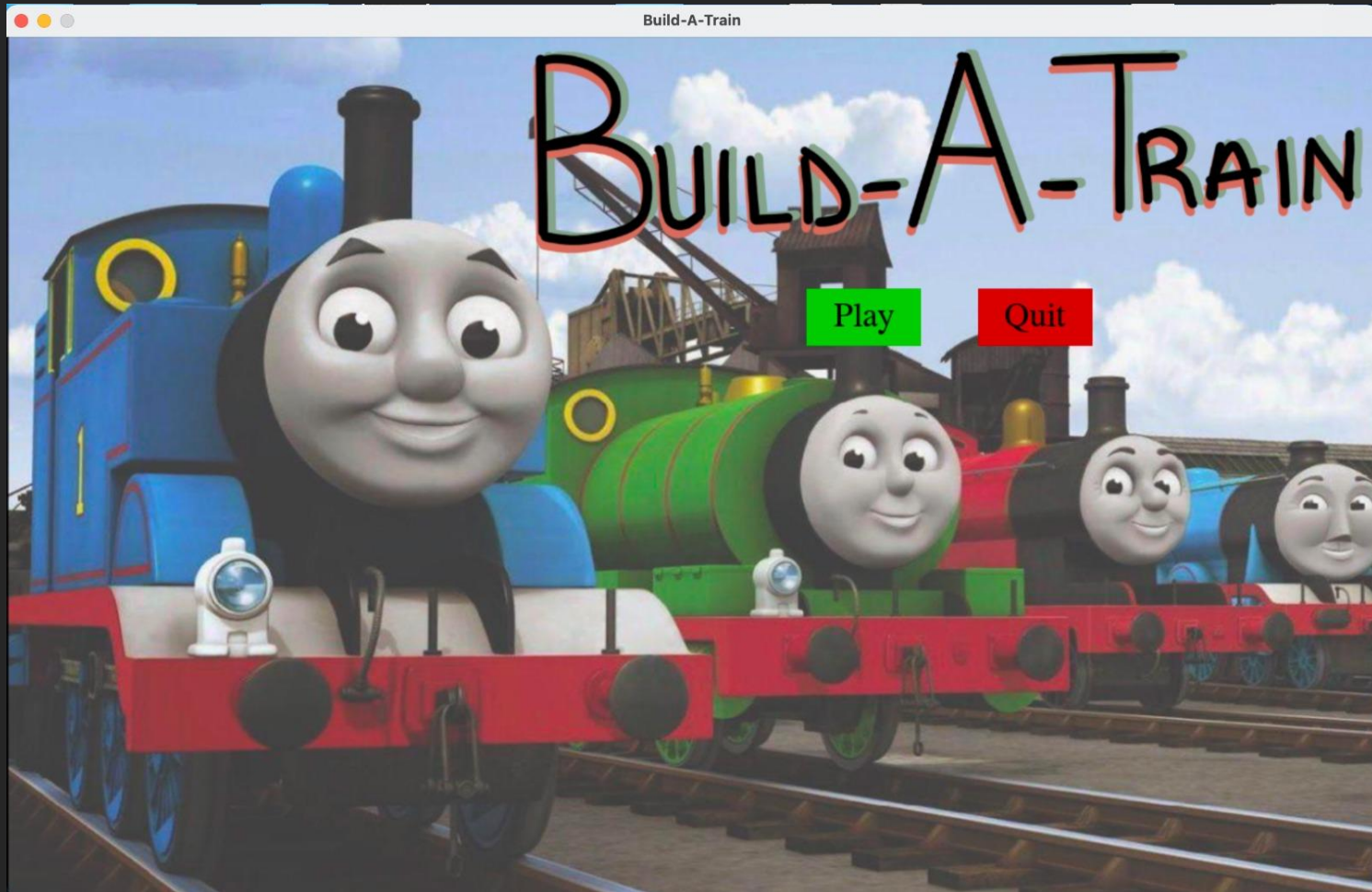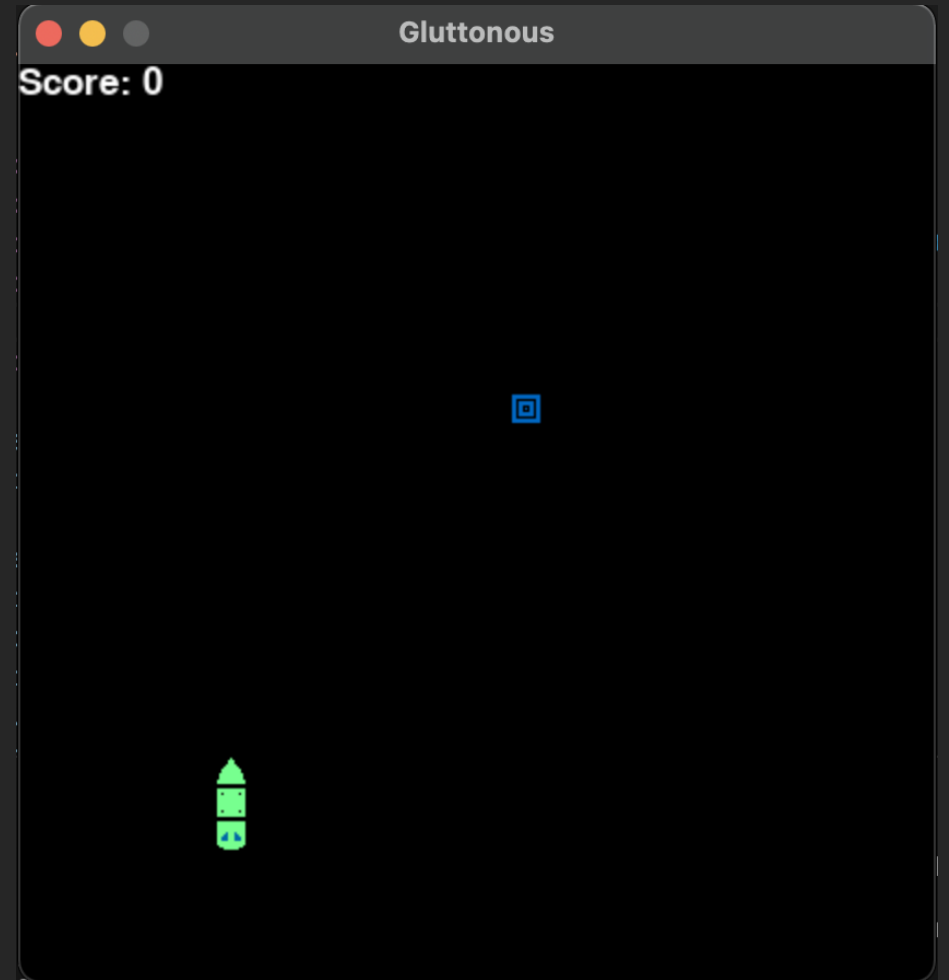
Sprint 3

Sprint 3

Summary of our improvements

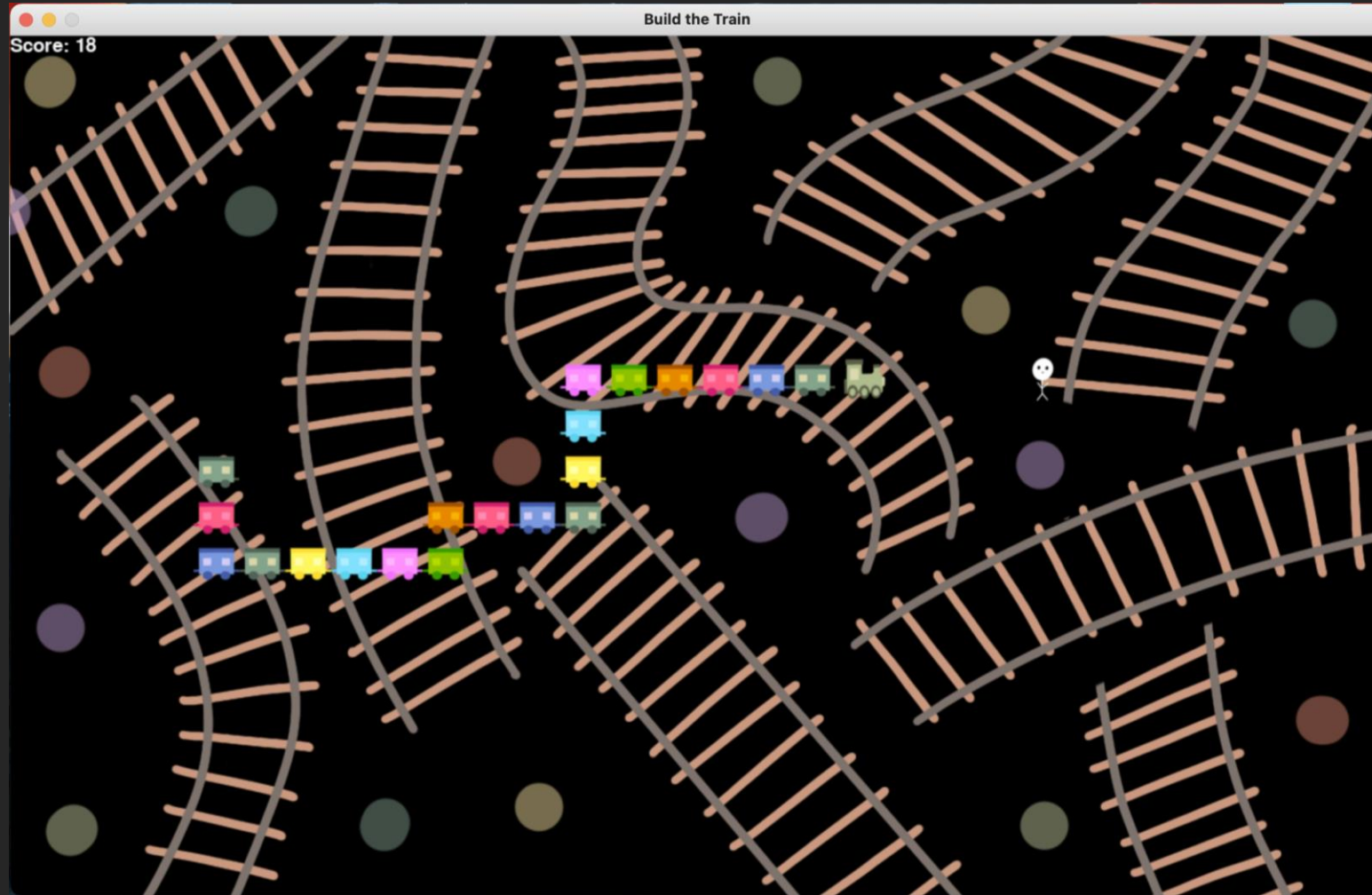# Main menu changes - Before

Main menu changes - After

In-game changes - Before

In-game changes - After

Questions?