

## Team 5 Project Deliverables

### Weekly Commit Numbers:

Name	Commits Week of 02-05	Commits Week of 02-12	Commits Week of 02-19	Commits Week of 02-26	Commits Week of 03-05	Commits Week of 03-12
Dajun	0	15	3	3	6	11
Antonio	0*	3*	0	0	2	19
Steven	6	2 Master 5 Branch	3 Master 5 Branch	3	4	3
Jubal	0	2	1	0	1	0
Connor	10	53	1	0	62	14
Total	16	76	7	6	75	47

\* There was as branch with the initial celestialMap.js, celestialPoint.js, and coordinate.js files Antonio committed to several times these weeks, but we lost the commit numbers after deleting it, couldn't find them when restoring it.

### Sprint 1 User Story Roles:

Note: most of the design on this sprint was done together in the first week of standups.

Files: game.js is a control file, celestialMap.js handles most back-end processing, ship.js tracks most player status, sensor.js holds the sensor class

1. Movement
  - a. Design: Collaborative
  - b. Dev: Connor, Dajun
  - c. Testing: Connor, Dajun
2. Dev Mode
  - a. Design: Dajun
  - b. Dev: Dajun
  - c. Testing: Dajun

3. Running out of energy
    - a. Design: Collaborative
    - b. Dev: Connor
    - c. Testing: Connor
  4. Running out of supplies
    - a. Design: Collaborative
    - b. Dev: Connor
    - c. Testing: Connor
  5. Collisions
    - a. Design: Collaborative
    - b. Dev: Steven, Connor
    - c. Testing: Steven, Connor
  6. Sensors
    - a. Design: Dajun/Collaborative
    - b. Dev: Dajun
    - c. Testing: Dajun, Connor, Jubal
  7. Celestial Map
    - a. Design: Antonio/Collab
    - b. Dev: Antonio, Dajun
    - c. Testing: Antonio
  8. Persistent State
    - a. Design: Jubal, Connor
    - b. Dev: Jubal, Connor
    - c. Testing: Jubal, Connor
- UI, html/CSS backbone
    - Design: Collab.
    - Dev: Steven, Dajun, Connor
  - Canvas branch (unincorporated because we couldn't quite fit it into Sprint 1, and thought based on the way sprint 2 was described, that the gazetteer should've replaced the map)
    - Design: Steven
    - Dev: Steven
    - Testing: Steven

## Sprint 2 User Story Roles:

1. Revised Movement
  - a. Design: Steven, Antonio, Connor
  - b. Dev: Steven

- c. Testing: Steven
- 2. Marketing Mode
  - a. Design: Dajun
  - b. Dev: Dajun
  - c. Testing: Dajun, Connor
- 3. Player Dying
  - a. Design: Connor
  - b. Dev: Jubal, Connor
  - c. Testing: Jubal
- 4. Celestial Gazetteer
  - a. Design: Antonio
  - b. Dev: Antonio
  - c. Testing: Antonio
- 5. Nameable Persistent State
  - a. Design: Dajun
  - b. Dev: Dajun
  - c. Testing: Dajun, Connor
- 6. Abandoned Freighter Encounter
  - a. Design: Collaborative
  - b. Dev: Connor
  - c. Testing: Connor
- 7. Space Stations
  - a. Design: Collaborative
  - b. Dev: Connor
  - c. Testing: Connor
- 8. Meteor Storms
  - a. Design: Collaborative
  - b. Dev: Connor
  - c. Testing: Connor
- 9. Asteroid Collision
  - a. Design: Collaborative
  - b. Dev: Connor
  - c. Testing: Connor
- 10. Bad Max
  - a. Design: Collaborative
  - b. Dev: Connor
  - c. Testing: Connor

- Audio FX:
  - Design: Antonio
  - Dev: Antonio, Connor
- Visual FX:
  - Design: Antonio, Steven
  - Dev: Antonio, Connor

Playable link at: <http://web.cecs.pdx.edu/~crobeto2/spacehunt/index.html> (In presentation branch of repo. This branch also includes deliverables.)