

In sprint 1, we were able to get a Qt project up and running. We included and imported box2d to make sure our dependencies are set up correct. We also implemented a drag and drop feature where we are able to create and delete blocks, and move them between two columns. The blocks also change colors when they are moved from one column to another. We will expand this feature to use it as the grid system for our game.

<https://github.com/University-of-Utah-CS3505/a9-an-educational-app-SpaceMonkeys>

Sprint1

11/29/21

Began setting up our project board

Added features as user stories

Scrum Questions:

What did you do yesterday?

It was a holiday weekend so no one did anything

What will you do today?

Everyone: create project board, team meeting

Ishaan: work on a drag drop thing for ui in game

Audrey: make a start screen

Tanner: make google drive shared folder, setup QT and Box2D

Michael: Setup QT and Box2D

Victor: Research sprites to be used in game

What is in your way?

Ishaan: Not familiar with QT drag and drop structure

Audrey: QT background setup

Tanner: Inexperience with QT and Box2d lib

Michael: Inexperience with QT and Box2d lib

Victor: Artistic abilities are not the best, so we will need to find some online

11/30/21

Scrum Questions:

What did you do yesterday?

Ishaan: Worked on drag and drop buttons

Audrey: Finding graphic elements we can use

Tanner: Set up Box2d and integrated with QT

Victor: Searched for sprite sheets for game

Michael: Set up Box2d and integrated with QT

What will you do today?

Ishaan: Debugged drag and drop buttons

Audrey: Looking for graphical elements

Tanner: Looking for graphical elements, fix QT

Victor: Game design development

Michael: Game design development

What is in your way?

Ishaan: Learning new QObjects

Audrey: Lack of resources

Tanner: QT being funky

Victor: Not knowing how the game plays

Michael: What makes a game good

Discussed how the game will work, how it will be played, what is to be taught, and how those concepts will be taught.

Talk does not cook rice

12/1/21

Scrum Questions:

What did you do yesterday?

Ishaan: Worked on mechanics of drag and drop

Audrey: Adding resources to project

Tanner: Worked on fixing QT development environment

Victor: Looked for sprites that will be compatible with game

Michael: Worked on game mechanics and how game will be played

What will you do today?

Ishaan: Making a grid for game board

Audrey: Make loading bars

Tanner: Fix QT development environment, work on finding background for game

Victor: Get sprites, look at box2d for animation

Michael: Make grid for game board

What is in your way?

Ishaan: Piecing all the widgets together is hard

Audrey: Finding loading bar sprites

Tanner: QT doesn't work still

Victor: Unfamiliarity with box2d

Michael: adding different sized blocks

Sprint 2 Discussion:

What is our theme?

Get a working game board, game mechanics can come later, but get the board working first.