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Sprint 1 Retrospective - Dungeon Drive (D:)

Implemented and working

- Dynamic 2D maps - Maps were generated based on the file system and were made up of rooms and connecting hallways.
- Character movement - User has the ability to navigate the world through the keyboard (WASD).
- Lose system - The game can be ended if user's HP threshold reaches zero.
- Reads the user's files without crashing - The code that loads the folder catches any unauthorized access exceptions thrown and handles them gracefully, so only the allowed folders are used.
- Windows compatibility - Our build is currently supported only on Windows machines.
- Combat system - Change the direction by using a mouse pointer, hero is able to hit the enemies. Hero can also shoot projectiles.
- A simple inventory interface - A simple inventory user interface was implemented and working well
- Easily adding support for new file types - Implemented a switch statement where new file extensions can easily be added.
- Game runs smoothly - Each room is generated when the hero enters through the stairs, so even a large folder with many subfolders won't have a problem loading quickly.

Implemented but did not work well

- Combat - Originally we planned to have keyboard to change the directions the character is facing, it turned out that the keyboard makes the gameplay become very difficult. So we fixed that by using a mouse pointer to change the direction the hero is facing.
- Item - A couple Items are hard coded into the inventory. However, the effect of those items are triggered by a fixed actionlistener, instead of a dynamic item listener.

- Appealing graphics - Simple placeholder art assets were quickly added for demo purposes. More assets need to be added, including an actual avatar for the player character.
- File Types - As of now, even though the game takes a variety of file types as input, the variety of types of sprite being generated is very limited.
- Corner Cases for files - Even though the game is able to handle most of the folders as inputs, some corner cases need to be handled. For instance, if the player enters a floor corresponding to a folder which its access is limited, the game would terminate and throws an exception.

Not implemented

- Graphics for hero - we didn't find a proper image for hero, so for sprint one we just used a dot to represent hero
- Combat animation - we didn't add any animation to the combat

How to Improve

1. Being more receptive and transparent in our weekly meetings in order to get the most productivity out of them (ex: Getting 3 meetings of work done in 2 or less meetings).
2. Pulling the latest build as quickly as possible to catch as many bugs and provide maximal feedback before the next meeting.
3. Distributing individual work hours more evenly, instead of pushing right before meetings.