

Sprint 2 report

Product Name: Tetris X

Team Name: Spirit

Sprint 2 due: 7/17/2017

Revision number: 1

Revision date: 7/16/2017

Actions to stop doing:

The team should stop developing the Tetris game and other functions with the Android Studio. After importing the game from Unity to Android Studio, the original code of the game cannot be found in Android Studio. Thus it is impossible to implement the ranking and score function with Android Studio.

Actions to start doing:

The team should start to develop all of the functions with Unity and the members who have not used Unity before should start to learn how to develop with it. Furthermore, we will try to implement the ranking and score functions within other software development environments, so that we can show the online ranks for the players.

Actions to keep doing:

The team should keep developing the game with Unity. Since there are some bugs in our game, which sometimes occur within some special situations, we need to find out why these bugs occur and how to remove them out.

Work completed:

1.As a user, I want the game be able to change the speed of falling blocks and make the blocks generate at random locations to increase the difficulty.

Easy – normal speed, fixed location, and gain normal scores.

Normal – faster speed, fixed location, and gain more scores.

Hard – very fast speed, random location, gain most scores.

We have to change some variables in the functions to achieve random locations and fast speed. (6)

2.As a developer, I want to merge the code together to make a working game on the Android phone.

We have to export Unity project into Android Studio to merge codes together. (8)

Work completion rate:

total user stories completed: 2/2

Total User Story Tasks Completed: 14/14

Final Burn Up Chart

