Sprint (1) Retrospective

Team 2 ­Project Trials

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What Went Well?

Sprint 2 was again a successful sprint for us. We completed 100% of the tasks we set out to do and even added a couple more features. We are particularly proud of what we accomplished with stat manipulation, AI, and User Interfaces for upgrading. These features rounded our game out nicely and gave it a polish and depth that we did not have before.

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| 1 | Design item models | 8 | Ryan |

**Completed**: Completed five new consumable models and one new weapon model

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| 2 | Make a consumable item class | 3 | Nick |

**Completed:** Completed the consumable item class (consumable script)

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| 3 | Allow player to pick up item in game | 5 | Ryan |

**Completed**: Player can pick up all consumables and weapons

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| 4 | When item is picked up it should alter player characteristics/attributes | 2 | Garrett |

**Completed**: Items have varying effects on player. All of the items alter the player’s stats directly

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| 1 | Generation should never make an empty space on the map unreachable | 8 | Garrett |

**Completed**: Level generations do not make any non-accessible spaces (enclosed on all four sides)

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| 2 | Design more boundary models | 8 | Ryan |

**Completed**: Implemented a new wall model type.

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| 3 | Generation shouldn’t only place single block boundaries | 10 | Garrett |

**Completed**: Map generation does not generate a one by one block boundary

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| 4 | Generations should be playable | 2 | Garrett |

**Completed**: All generations are playable

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| 1 | Create attacking system for player | 6 | Keith |
| 2 | Create attacking system for enemies | 6 | Keith |

**Completed**: Attacking systems for the player and enemy have been implemented

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| 3 | Display health for player on screen | 2 | Nick |

**Completed**: Health is always displayed on the screen and actually displays the correct health

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| 4 | Display experience for player on screen | 3 | Nick |

**Completed**: Experience(gold) is gained for enemy kills and is displayed on the screen

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| 5 | Display elapsed level time and score on screen | 3 | Nick |

**Completed**: Elapsed level time is displayed on the screen as well as the score

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| 6 | Display how many enemies killed on screen | 2 | Nick |

**Completed**: The number of enemies killed on the screen is displayed and accurate

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| 1 | Create viewable options menu path | 6 | Keith |

**Completed**: A viewable options menu path was implemented

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| 2 | Create viewable credits menu path | 6 | Keith |

**Completed**: A viewable credits menu path was implemented

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| 3 | Create high scores menu path | 6 | Nick |

**Completed**: A high score menu path was created

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| 4 | Create working exit game menu path | 3 | Keith |

**Completed**: A working exit game menu path was implemented

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| 5 | When paused in game, show current character attributes and characteristics | 10 | Garrett |

**Completed**: When the game is paused current character attributes are displayed on the screen and are updated when attributes change

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| 6 | Create end-game statistics screen | 3 | Keith |

**Completed**: A end-game statistics screen was implemented

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| 1 | Create a UI to spend experience points | 10 | Ryan |

**Completed**: A user interface was implemented to spend experience (gold)

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| 2 | Experience points should be reduced and selected characteristics increased | 4 | Nick |

**Completed**: Experience points(gold) are reduced as experience is spent on increasing attribute values

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| 3 | Increased characteristics should change in game play and character attributes | 8 | Garrett |

**Completed**: Character attributes change in game play based on corresponding attributes

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| 1 | Sound Effect for player damage | 4 | Ryan |
| 2 | Sound Effect for enemy death | 2 | Nick |
| 3 | Sound Effect for enemy damage | 3 | Nick |

**Completed**: Sound effects were recorded and implemented on player damage, enemy death, and enemy damage

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| 1 | Choose level difficulty | 5 | Garrett |

**Completed**: Difficulty level can be selected in the game menus. Difficulty changes the health and damage of the enemies as well as the amount of walls generated and the enemy spawn rate

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| 2 | I would like to choose a perk after each level | 5 | Ryan |

**Completed**: A player can now choose a perk after each level that effects its attributes and in game play

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| 3 | I would like for enemies to spawn at an increasing rate as the level progresses | 5 | Garrett |

**Completed**: Enemies are spawned at an increased rate as the level progresses

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| 4 | Complete a soundtrack for level | 10 | Nick |

**Completed**: An original masterpiece composed by the well-known Nicolas Bratton was implemented as the soundtrack for our level

What Didn’t Go Well?

We experienced major setbacks were experienced due to the lack of familiarity of GitHub. Time management still proves to be a minor issue in developing with ample time and flexibility.

We did not partially complete or drop any of the user stories we set out to complete for this sprint.

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| 1 | Fix Github, and revert to previously working commits | 15 | Keith |

How Should You Improve?

In order to improve on implementing our backlog and achieving our goals for this project, we will do a couple of things. Firstly, we will better use our time throughout the sprint. Continuing to set aside meetings every week might be the best solution to this in order to make sure a consistent amount of work is getting done on a week to week basis instead of a having an extra workload at the end of the Sprint. Another thing we can do is to better estimate the time it will take to finish each task. This will allow us to better split up the time we create for ourselves and give us a better idea of how much we can realistically get done. Yet another thing we can do to improve is to spread the animation responsibilities among all of the group. Originally we had one person working on animations but it might be a better idea to spread this task out because we seriously underestimated how much work will have to go into that aspect of the project. Finally, we would like to nail down how GitHub works. We had a lot of problems with GitHub in the first sprint and would like to iron those out and make sure we all completely understand how the software works to ensure no further problems are created.