T.O.W.E.R.S

Team 7

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What Went Well:

We consider Sprint 1 to be a successful sprint overall. First and foremost, we are proud that we managed our version control well, especially considering our issues with version control in past projects. When it comes to user stories, in general, the user stories that went best were the user stories that focused on the turrets, both their aiming logic, their spawning restrictions, and their visual model and animations. Specifically, we thought user stories 1 and 2 were very successful in that we were able to complete them almost exactly as we had planned. Additionally, although the UI isn’t complete, we are happy with our currency system implementation, specifically user story 3. We attribute this success to specializing into different roles and splitting the work among ourselves fairly so that we were able to complete the tasks efficiently.

What Did Not Go Well:

Even though we consider Sprint 1 to be a success, we still have some issues that we would like to fix before we begin Sprint 2. For the most part, we consider our use of version control to be a success but we did have one hiccup where code had to be rolled back because there were conflicts that could not be fixed causing us to lose a couple hours of work. User story #6(As a developer, I would like for some enemies to follow the character blindly, As a developer, I would like for some enemies to shoot the character) was not entirely finished. We implemented enemies that follow the character blindly but we did not implement any characters that shoot the main character. This task was not completed because the time it took to create a character that would follow the player with logic was underestimated causing there to be a lack of time to complete the shooting enemies. Another user story that was not completed was User Story #9(As a user, I would like to be able to play on a well-designed map that encourages experimentation and is visually appealing). We have the beginning of a map with some visual elements but the entire map is not finished completely and the map still needs some play testing to encourage experimentation for the player. Overall, Sprint 1 was a success but there were some issues that can be fixed in preparation for Sprint 2 to allow us to be more productive and to achieve all the goals we set out to achieve.

How Should You Improve:

1) We plan to more evenly complete our work. We plan to schedule 1-2 work days each week where we can all work together in the same room for several hours.

2) We plan to use our source control more carefully. We will do this by creating feature branches with detailed names, rather than just always working on the master branch.

3) Evaluate user story tasks more so that their respective time estimations are more accurate