T.O.W.E.R.S

Team 7

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What Went Well:

Looking back on Sprint 2, we consider it to be another success. We achieved all the tasks we had set out to achieve and laid some very good framework for Sprint 3. Specifically, in Sprint 2, we are proud of the amount of work we got done. We touched every part of the project including adding new enemies, improving existing enemies, implementing user interface, and adding new turrets and weapons. We are also proud of the menu system we achieved. We did not know how to create menus and we achieved all we had set out to do as far as functionality in the menu system. We consider this to be a great achievement. Additionally, we consider our mutation work to be another great achievement. The mutation system has progressed nicely and is slowly turning into a very player relevant and fun system. We are happy with how it has progressed from initial idea to actual implementation.

What Did Not Go Well:

Even though Sprint 2 was a great success, there are still things we can improve on. Starting off, we can improve the menus. Even though the menus were a success in our eyes as far as functionality goes, we can improve the overall look and appeal of the menus to make them more interesting and professional. Another improvement we can make is for User Story #8(As a developer, I would like to like to include animations for character/enemy attack). We would like to have included another new enemy in this user story besides just the flying enemy created in Sprint 2. This extra work would help us to focus less on creating new things in Sprint 3 and more on refining created items. Finally, we believe the map can still be improved upon. The map and theme are much more solidified after Sprint 2 but we were hoping to have the map completely set in stone by the end of this sprint. Instead, we are going to have to spend a little time during Sprint 3 improving the map and tuning it so it is fun and challenging at the same time.

How You Should Improve:

1. We will make sure the map is one of the first things we complete in Sprint 3. Taking care of the map early will allow us to work on the other aspects of the game that need tuning to our full extent.
2. We will split our time wisely regarding creating new items and testing old items. Coming into Sprint 3, we have a solid game with a great foundation, but that foundation needs to be balanced and added on to, so it is important that we achieve both goals in Sprint 3.
3. Since this is the final sprint, we would like to improve upon the overall look of our game. This means that having everyone looking at any new items created and making sure they are ready for release in the game. We will not get another chance to refine any newly created items so we need to make sure that we can say with confidence any new items are up to our high standards.