Team A1 – Team Cup of Java Last Updated: December 3, 2021

**Backlog**

No remaining items to complete.

**Completed**

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| **Bug/Enhancement** | **Developer(s)** | **Scrum Cycle Period(s)** | **Result** |
| Menu Navigation Enhancement | Dylan Widecki,  Priscilla Esteves, and Matthew Merritt | Scrum Sprint 1 and Scrum Sprint 2 | Clicking on menu options will load the correct screens, and clickable buttons were added to other screens. Additionally, hovering over the options with highlight the text in yellow. |
| Instructions and Credits Screen Enhancement | Amber Kusma and Emily Balboni | Scrum Sprint 1 | The program clearly displays the text. The text also has the same font size and font color. |
| “A” Key Crashing Bug | Matthew Merritt | Scrum Sprint 1 | Pressing the “A” key will cause the player to move left without interruption. |
| Repeating Sound Bug | Matthew Merritt | Scrum Sprint 2 | Powerup sound is only played a single time when the player first touches the powerup tile. |
| Enemy Collision Bug | Priscilla Esteves and Matthew Merritt | Scrum Sprint 2 | The attack can now hit the dog enemies and the squirrel enemies, and it connects more consistently. |
| Invisible Attack Bug | Emily Balboni | Scrum Sprint 2 | The player can only attack after having collected the powerup. |
| Removing Inescapable Areas Enhancement | Amber Kusma | Scrum Sprint 2 | The pit at the end of level 2 has been removed, and the two areas between the trees now have a bush to allow players to climb back out to the top of the trees. |
| Theme Enhancement | Dylan Widecki | Scrum Sprint 2 | The game elements and sprites throughout the game have been modified to be more consistent. |
| Level 5 Redesign Enhancement | Amber Kusma | Scrum Sprint 3 | The level is now possible to complete in a reasonable amount of time, and the moving platforms are better coordinated to reduce player frustration. |
| Water Functionality Bug | Dylan Widecki | Scrum Sprint 3 | The water now kills the player in each level and functions consistently. |
| Animation Issues Bug | Priscilla Esteves and Matthew Merritt | Scrum Sprint 3 | The cat now properly displays the standing animation if both movement directions are held and when standing still and firing a projectile. |
| Mute Button Enhancement | Emily Balboni | Scrum Sprint 3 | All screens in the game now have a mute button in the top left corner that can be pressed to disable the music and sound effects. Additionally, the sound can be muted with the “M” key. |
| Lingering Attack Bug | Matthew Merritt | Scrum Sprint 3 | The player’s projectiles are no longer able to defeat enemies after they have disappeared and been removed from the screen. |
| Attack Duration Bug | Matthew Merritt | Scrum Sprint 4 | The player’s projectiles now last a full second before the disappear, and they slowly move in the direction that they were fired. |
| Attack Location Bug | Dylan Widecki | Scrum Sprint 4 | The player’s projectiles now spawn the same distance away from the player if the player is facing left or right when firing them. |
| Lives System Enhancement | Emily Balboni | Scrum Sprint 4 | The player now can die three times before they are taken back to the main menu and need to start over, adding an additional challenge. |
| Level Select Enhancement | Priscilla Esteves and Matthew Merritt | Scrum Sprint 4 | The main menu now has a fourth option for a level select screen, and the level select screen has buttons that can be navigated with the mouse and keyboard to load any of the seven levels. |
| New Levels Enhancement | Amber Kusma | Scrum Sprint 4 | The game now has a sixth and seventh level that occur at the end of the game and can be completed by the player. |