Sprint 1 Report

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In this progress report, we will discuss what we were able to accomplish during the first sprint of the semester.

Progress Reflection:

Our goals for the first sprint was to have a graphical user interface, actors and classes set up and to have a static map a playable character would be able to walk around in. As of sprint 1, our project is not currently where we had hoped we would have it. Some issues came up for everyone and thus not everyone could spend as much time on the project as imagined. We believe this is because we underestimated the work that would go into our expectations for the first sprint. We realized that the hardest part about making a game is getting it started. Having the base framework of the game ready will make adding feature a much easier process.

The Maven framework for Java is proving to be a very useful tool for this kind of large-scale project. The aspect-oriented design structure is interesting, but not too different from object oriented design. Currently, most, if not all of the game's logic is working correctly.

The overworld is still a bit lacking as of right now but the graphical assets are in progress. There is a movable character on a static map, which has a wall for testing the collision. The character moves with an animation and can't go through obstacles as planned. The JavaFX libraries have been proving themselves as a superior solution compared to the Swing classes.

Intellij's IDEA development environment is a very helpful resource. Version control integration allows our team to push and pull from our GitHub repository effortlessly. Furthermore, the program gives clear indications for errors in the code, so that our team doesn't have to spend time finding small problems such as typos.

Problems Encountered:

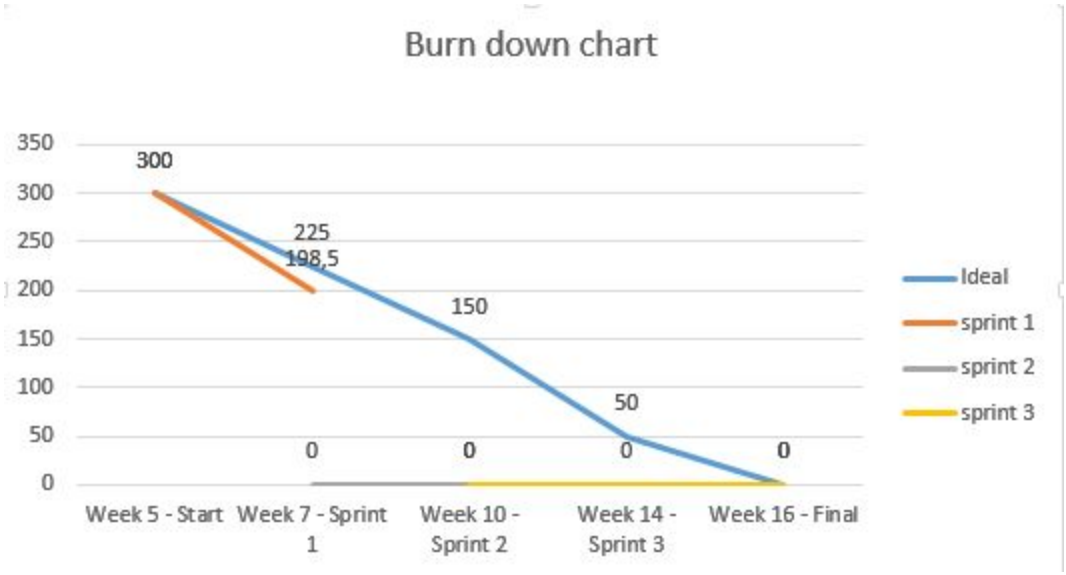
In terms of problems, one of the larger ones we've encountered is JavaFX. Nobody on our team has experience with JavaFX so we had to take a lot of time researching it. Also it seems that we are all very busy with other classes so it's difficult to find enough time or to manage it correctly. The first Sprint was a bit chaotic because there were some communicational issues which we have to get rid in the next Sprints. But we know where our problems are and are eager to find solutions until the next sprint. For example we all have to code constantly.

Projected Progress:

We need to break the Sprints in smaller packages, so we can get results every week (which was actually our original plan but we haven't done it) and encounter problems faster than before. Also it is necessary to make sure everyone has something to do and is very reliable (includes answering in time, answering in general, working on given tasks). Another important change is, that every member has some major tasks to do but also has to be flexible in taking spontaneously given tasks.

We are hoping now that we have the base framework ready to be able to accelerate the project to meet our second sprint goals. This may be wishful thinking, but we would like to be able to get the project on pace with our original goals.

Update of burndown chart:



As written in the "progress reflection" we reached our goals and you can see in the chart that we worked more hours than planned, even though they weren't as evenly distributed as planned.
But we think that we underestimated the time of work. 300 hours for a four-member-group isn't as much as we thought. We will keep the estimated work hours for now but think we still have to work a few more hours to get the software working. The product backlog and the goals for the second sprite haven't changed yet.

Conclusion:

Overall, we would have liked to be farther ahead than we are now, but we feel we haven't lost enough that we will be unable to finish the project by the end of the semester. We hope to be able to be back on track by the next sprint, though if we are unable to, we will be forced to push some features to the third sprint. In the worst case, we may have to drop some features, though we do not believe this will be necessary.

Most of our sprint 1 goals are done. There is a static map, a walking character with move-animations, we have a test GUI working(which needs to be linked to the program, but that is a second Sprint task) and the classes are at the state where they should be. They will become bigger and there will be more classes the more code is developed. The first Sprint has shown us that we need more communication with each other and more structure. We are sure that the next sprints will run better because of the experience we earned so far. The next sprints won't be easy ones but we are positive that we will be able to finish our project.