

Sprint 4 Report

1. Objectives

First-Person Game with Voice Command attacking option and win and lose screen update. To complete the gameplay and place the apple and battery in all the places.

2. Roles

Dhrumil Parikh – Scrum Master: - Coordinating between team and customer. Assigning the roles and responsibilities to each team member conducting Team meetings

Dola Thota – Developer: - Develop Primary ghost in Graveyard and update the animation

Yash Bhalala – Requirement Analyst: - Prepare the Software Requirement Specification

Hetansh Shah – Developer/Designer: - Create the Design based on Software Requirement Specification. Develop the points system in the game

Ahmed Mustafa - Requirement Analyst/Developer: – Create an SRS document and create the primary ghost

Ahmed Abdullah - Developer: – Develop the Secondary Ghost for Graveyard

Prince Patel - Designer: – Create the design document for the features as per the architecture.

Vrushit Bharucha – Developer: - Create the animation of a special weapon and special ability.

3. Tasks

- a) Primary Ghost Updation
- b) Voice Command
- c) Animation of Gun and Special Ability
- d) Primary Ghost in Graveyard
- e) Secondary Ghost in Graveyard
- f) Update SRS
- g) Update Design
- h) Update Code documentation
- i) Points system
- j) User Manual

4. Provisional Planning

Task ID	Expected Start Date	Expected End Date	Expected Duration	Task Dependencies	Expected Assignee	Expected Artifacts	Additional Notes
CP8117P62-21	Mar 15	Mar 19	8 hours		Vrushit	Weapons Animation - Gun and Special Ability	
CP8117P62-22	Mar 15	Mar 19	8 hours		Mustafa	Primary Ghost Animation	
CP8117P62-15	Mar 19	Mar 25	12 hours	CP8117P62-21	Dhrumil	Voice Command Implementation	
CP8117P62-22	Mar 15	Mar 18	6 hours		Dola	Primary Ghost in Graveyard	
CP8117P62-23	Mar 15	Mar 18	6 hours		Abdulla	Secondary Ghost in Graveyard	
CP8117P62-24	Mar 15	Mar 21	10 hours		Mustafa, Yash	Edit SRS	
CP8117P62-25	Mar 21	Mar 24	10 hours	CP8117P62-24	Hetansh, Prince	Update Design	
CP8117P62-27	Mar 24	Mar 27	8 hours	CP8117P62-25	Hetansh	Points System	
CP8117P62-28	Mar 24	Mar 27	6 hours	CP8117P62-25	Prince	User Manual	
CP8117P62-26	Mar 28	Mar 29	6 hours	CP8117P62-27, CP8117P62-28	Yash	Update Code Documentation	
Total Hours			80 hours				

5. Effective Planning

Task ID	Expected Start Date	Expected End Date	Expected Duration	Task Dependencies	Expected Assignee	Expected Artifacts	Additional Notes
CP8117P62-21	Mar 15	Mar 20	10 hours		Vrushit	Weapons Animation - Gun and Special Ability	
CP8117P62-22	Mar 15	Mar 18	6 hours		Mustafa	Primary Ghost Animation	
CP8117P62-15	Mar 19	Mar 26	14 hours	CP8117P62-21	Dhrumil	Voice Command Implementation	
CP8117P62-22	Mar 15	Mar 18	6 hours		Dola	Primary Ghost in Graveyard	
CP8117P62-23	Mar 15	Mar 18	6 hours		Abdulla	Secondary Ghost in Graveyard	
CP8117P62-24	Mar 15	Mar 20	8 hours		Mustafa, Yash	Edit SRS	
CP8117P62-25	Mar 20	Mar 23	10 hours	CP8117P62-24	Hetansh, Prince	Update Design	
CP8117P62-27	Mar 23	Mar 27	8 hours	CP8117P62-25	Hetansh	Points System	
CP8117P62-28	Mar 23	Mar 26	6 hours	CP8117P62-25	Prince	User Manual	
CP8117P62-26	Mar 27	Mar 29	6 hours	CP8117P62-27, CP8117P62-28	Yash	Update Code Documentation	
Total Hours			80 hours				

6. Review of the iteration

We have gathered the requirement from the customer after showing the output of Sprint 3. We have then listed the tasks, made the estimation of tasks, and assigned it to each member. We had a few backlog tasks of Sprint 3 which were pending so the team first completed the previous sprint task and listed down the requirement for the Sprint 4 Reward System which needs to be updated in the sprint. The team then completed the reward system however, the user's manual task couldn't be completed. However, this sprint was the last sprint of the project as per the plan, so we concluded the project.

7. Retrospective

Before the sprint started, we provided the demo of the last sprint to the customer and requested the customer to provide feedback and if any more updating is needed in the game. We have provided the update to the customer in the sprint as well.