Weekly Scrum Report

Week 1: (4/7 to 4/13)

\* \*\*What tasks did I work on / complete?\*\*

1. Looked for various games available on the internet and suggested few games for brainstorming.

2. Finalized on the "Victory Warriors" which is based on the concepts of famous series Game of Thrones.

3. Helped with user-stories and divide them into much simpler scenarios

4. Discussed the possible design patterns that can be applied to these scenarios

5. Helped on updating the Sprint task sheet and confirmed the mock-up screens.

\*\*XP VALUE\*\*

I selected "\*\*Simplicity\*\*" and as a part of the XP value and made certain suggestions:

1. Keeping the requirement simple, clear and short and game play rules (such as scoring, rewards, player lives) so that user enjoys the game and doesn't require lot of thinking.

2. Added "design patterns" later after the code structure was finalized.

3. Start with basic user stories and keep the implementation simple so that we can have a basic working prototype.

4. Use Green Foot for implementation and start with small animation to get some idea about how the game is going to look and gain some confidence.

\* \*\*What am I planning to work on next?\*\*

- Design and implement the "road" terrain of the game

\* \*\*What tasks are blocked waiting on another team member?\*\*

- No blockers.

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## Week 2: (4/14 to 4/20)

\* \*\*What tasks did I work on / complete?\*\*

1. Finalized the two feature stories will be working on and that is the Score board component and Game over component.

2. Started working on a user story scoreboard , it will update the score when warrior kills enemy and also when warrior picks up lucky coins. Partial implementation is done. Implemented Observer Pattern for that.

\* \*\*What am I planning to work on next?\*\*

1. Implement the remaining part of above user story and then work on the game over feature story.

2. If warrior gets hits by multiple enemies and dies ,then game over screen will displayed with total score.

3. Also test the code with other components.

\* \*\*What tasks are blocked waiting on another team member?\*\*

- None

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## Week 3: (4/21 to 4/27)

\* \*\*What tasks did I work on / complete?\*\*

1. Implemented the score board component and game over with observer pattern.

2. Finished the development and submitted for testing.

3. Updated the sprint sheet and journals

4. Committed the class diagram

\* \*\*What am I planning to work on next?\*\*

1. Integrate the scoreboard and game over with other components

2. Cleanup and revisit the class diagram.

3. Test the final version of code after integration.

\* \*\*What tasks are blocked waiting on another team member?\*\*

- None

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## Week 4: (4/28 to 5/3)

\* \*\*What tasks did I work on / complete?\*\*

1. Tested the demo game

2. Updated the class diagram.

3. Contributed into the making of ad video and helped in preparing for the demo and presentation of the game

\* \*\*What tasks are blocked waiting on another team member?\*\*

- None