Scrum Artifacts

Product Backlog:

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| Name | Description | Effort Scale (1-10)  1 being easy-peasy  10 being severely painful |
| Collision Resolution/Block physics | All of the logic for block collisions / physics. Lack of 2D RigidBodies in JavaScript eventually led the project to migrate to Unity/C#. | 11 |
| Leaderboard/Statistic/User generation | Was simplistic through html/javascript/php but ran into issues when converting to Unity. Usernames write to file (users.txt) but holding score data and generating a leaderboard still need troubleshooting. Will be implemented in project 4 | 6 |
| Creating automation and modularity for blocks and level construction | Created .js code implementing higher order functions for more modularity. | 6 |
| *Block Tango* theme song for game | Soundtrack for the game, implemented using the Sonar X3 DAW. | 6 |
| Design features | Retro arcade theme design with play start screen and levels 1-4 | 5 |

Sprint Backlog:

For this sprint, we planned on creating a puzzle game with multiple levels that shared the common goal of moving a designated block from its starting point to a winning block across the board. In order to win, the player would have to move other blocks that act as obstacles out of the way to clear a path for the designated block to get to the winning block. We also planned for this game to have a retro arcade game theme and leaderboard that displayed a username and total points. For this prototype, we started coding in HTML/ JavaScript to create a web browser based game but later pivoted to Unity to conquer the many challenging issues behind the physics of the blocks (dragging and collisions) in the game. We carried out the retro arcade theme with a landing page where the player starts the game and even composed our own retro theme song to give the prototype the full arcade effect. The landing page also has a text field where the player can input a username. However, we have yet to implement a database for the leaderboard to display the username and total points. Overall, we were able to successfully create four working levels for this porotype where the physics behind the dragging/ collisions of the blocks work flawlessly while still upholding its retro arcade theme.