

Sprint 4 Retrospective

Hagglers

Dates of Sprint 3: 02/12/2024 - 02/23/2024

Sprint 3 Retrospective: 03/24/2024 - 03/29/2024

Team Roles

Product Owner: Jackson Stone

Scrum Master: Justin Abraham

Coding Monkey: Stella Yang, Nick Anaya, Emmie Teng, Victor Pan, Griffith Thomas

Goals For This Sprint

For this sprint the core focus was to work on the gameplay and start making changes to the UI to make the game more visually appealing for the player. We also wanted to introduce a tutorial that the player can go through to get an understanding about the game and basic game concepts. And finally, we wanted to introduce currency as a method to trade and a stretch goal to have a banking system. In order to achieve the UI update, we had to first make a UI style guide so that we had a consistent styling basis across the web application and make sure we had a guide to go to for each page. We also wanted to make our code coverage better, so that we are accounting for all lines of code. Another goal we had for this sprint was for something that carried over from the last sprint, which was front he introduction of weekly expenses and new account creation - and that was adding a starter item set when you create a new player and give weekly allowances to the user. This helps with the playability of the game. Overall, the goal of this sprint was to refactor the existing UI and make it better and adding gameplay functionality to improve player experience.

Sprint Backlog

For Sprint 3, we had the following stories, chores, and bugs in our backlog.

#	Feature	Description	Points	Type
1	Adding a sidebar element	As the player so that I can go to multiple pages when I'm on the game I want to have a taskbar on the screen	2	Story
2	Basic UI Rework	As the player so that I can have a better experience playing the game I want to have a UI that is easy to use and visually	3	Story

		appealing		
3	Trade fails increase time of day	As a player So that when I make a failed trade I want the time in the day to increase.	1	Story
4	Add starter items when account is made	As a player So that when I make a new account I want A starter kit of items.	1	Story
5	Get items every week after expenses (allowance)	As a player So that I can get the understanding of a job I want a weekly item after my expenses are paid.	2	Story
6	Introduction of currency	As a player So that I can learn about the development of currency I want to be able to use currency as a means of exchange	2	Story
7	Add a tutorial	As a player So that I can quickly get the hang of how the game works and understand what is happening I want a brief tutorial	3	Story
8	Add bank system to get loans from	As the player so that I can get loans I want to to be able to go to a bank and take out a loan	3	Story
9	Increase successful trade to 2 hrs to increment in time	The time increment from a successful trade should increment by 2 hours instead of 1 hour.	0	Chore
10	Create UI Style guide	Create a plan and make design documents for how the overall UI of the project should look like so we have consistency and a guide.	0	Chore
11	Increase coverage	Go through all the files and add tests/remove unnecessary code that isn't used and increase coverage.	0	Chore
12	Protect admin routes	Make the admin routes not accessible to regular players	0	Chore
13	Update UI to display first name instead of full	Instead of showing the full player name, just display the first name.	0	Chore

	name			
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Descriptions for added bugs and chores

- Increase time by 2 hrs when having a successful trade
 - The time increment from a successful trade should increment by 2 hours instead of 1 hour.
- Increase coverage
 - Increase file coverage
- Protect admin routes
 - Make admin routes not accessible by players
- Create UI style guide
 - Make a style guide for the UI
- Update UI to display first name
 - Make UI only show first name instead of full name of player

Sprint Achievements

We were able to complete almost all of our goals for this sprint. This included the time increases for trading, adding a sidebar for navigation of the website, reworking the UI to make it better for the player, adding an allowance and starter items, and adding a tutorial. We weren't able to completely finish the introduction of currency and we had just started our stretch goal of a banking system. We also had a lot of chores for this sprint for protecting admin routes, increasing coverage, making style guides and a minor change for time incrementing.

Completed Stories:

- Tutorial
 - Add a page that players can get a basic idea about each world
- Time incrementation
 - Trade fails increase time of day
 - Trade succeeds add 2 hrs
- Allowance
 - Get items every week after expenses are taken out. Weekly allowance
- Starter Items
 - Player gets starter items when account is made
- UI Rework/Sidebar
 - Create UI style guide
 - Rework UI of game
 - Add sidebar element
- General improvements
 - Increased code coverage
 - Protect admin routes

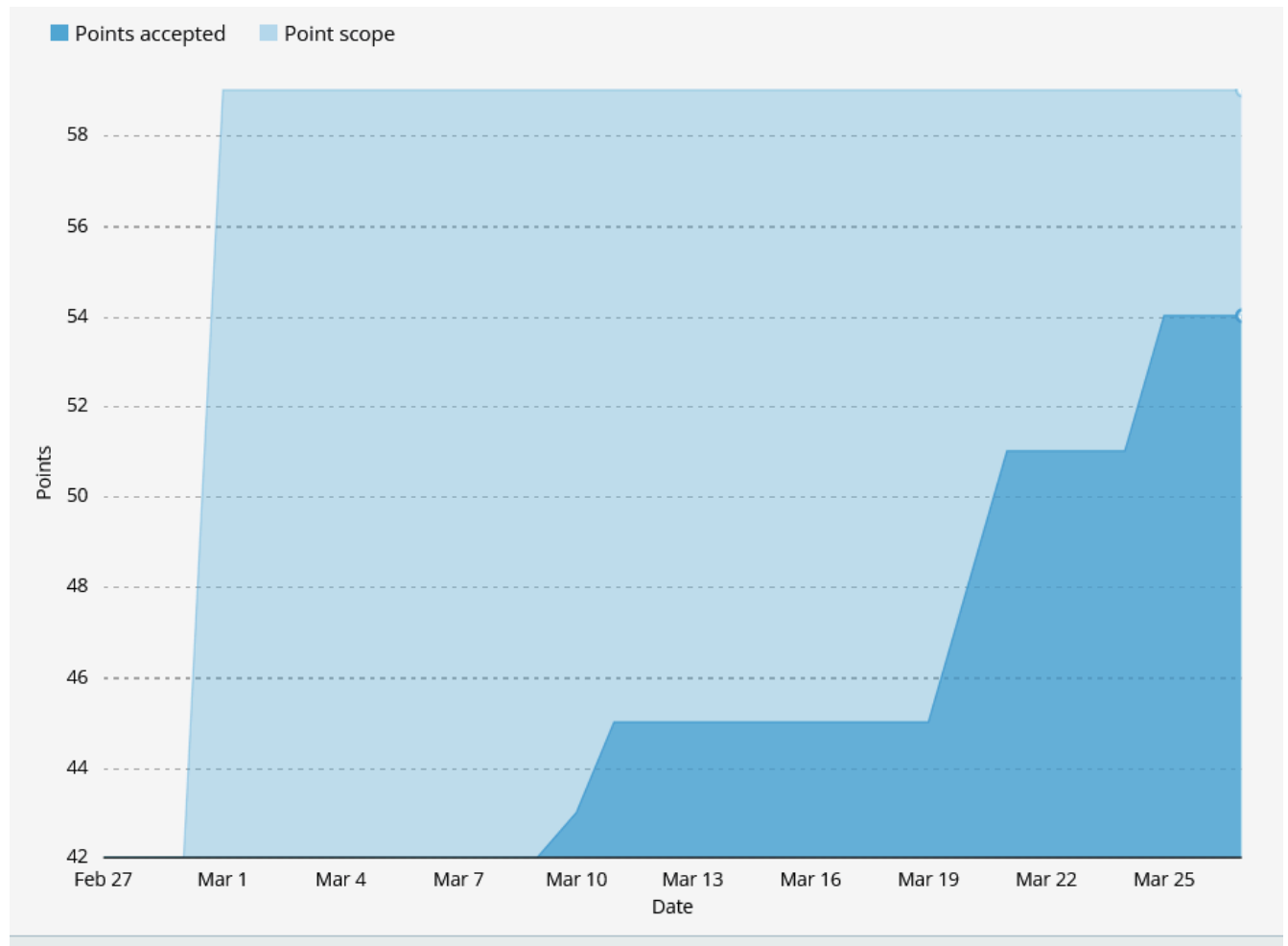
Team Contributions

Name	Effort %	Work Done
Nick	15	Increase successful trade to 2 hrs increment in time <ul style="list-style-type: none"> Counter Offer Controller update Trade fails increase time of day <ul style="list-style-type: none"> Cucumber Tests (1 hr) Rspec Tests (2 hrs) Add time increase logic for trade fails (1 hr) Test functionality (0.5 hr) Introduction of currency <ul style="list-style-type: none"> Cucumber tests (2 hrs) Rspec tests (3 hrs) Implement currency logic (1 hr) Add model for currency (1 hr) Integrate backend with frontend (1 hr) Test functionality (0.5 hrs)
Emmie	15	Create UI Style Guide <ul style="list-style-type: none"> create lofi-sketches (3 hrs) UI Rework <ul style="list-style-type: none"> Login Page (2 hrs) Made header with sidebar integrated (3 hrs) Home Page (1 hr) Inventory Page (1 hr) Trade Page (1.5hr) Shopping List Page (1 hr)
Justin	13	<ul style="list-style-type: none"> Standup Meetings (4 hrs) Sprint Planning (3 hrs) Sprint Retrospective (3 hrs)
Victor	15	Tutorial <ul style="list-style-type: none"> Cucumber tests (2hrs) Rspec tests (2hrs) Write up game mechanic explanations (1.5hr) Lofi sketch (.5hr) Create tutorial page (.5hr) Add tutorial page contents (1hr) Add tutorial page functions (1hr) Add button to tutorial on home page (.5hr) Route first login to tutorial page (1hr)
Griffith	14	Add starter items when account is made Write tests - 1hr

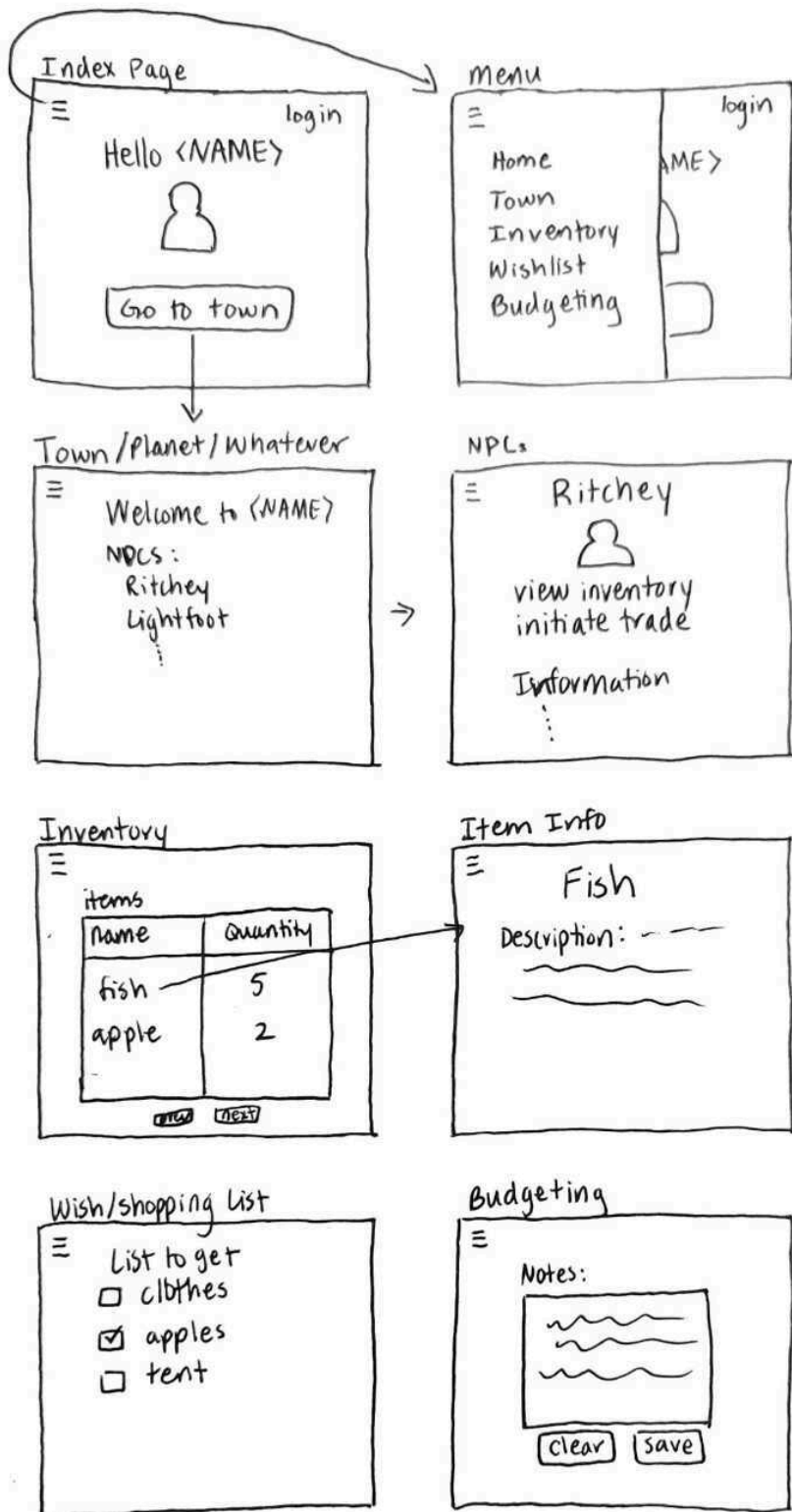
		<p>Add starter items when creating player - 1hr</p> <p>Get items every week after expenses (allowance)</p> <p>Cucumber - .5hr</p> <p>Rspec - 1hr</p> <p>Implementation - .5hr</p> <p>Protect admin routes</p> <p>write rspec tests (3hr)</p> <p>protect admin paths (1hr)</p> <p>fix cucumber tests (.5hr)</p>
Jackson	14	<p>Reviewing PRs (2 hrs)</p> <p>Writing cucumber tests (6 hrs)</p> <p>Communication with client (1 hr)</p>
Stella	14	<p>Increase coverage</p> <ul style="list-style-type: none"> • delete unused code (1 hr) • add tests for uncovered code after (3 hrs) <p>Adding a sidebar element</p> <ul style="list-style-type: none"> • sidebar lofi - 1hr • put side bar buttons in the partial 1 hr • js for expanding and shrinking the sidebar (2 hrs) • formatting sidebar and add icons (3 hr) <p>Fix Tests in UI rework - 0.5hr</p>

Burn Down Chart

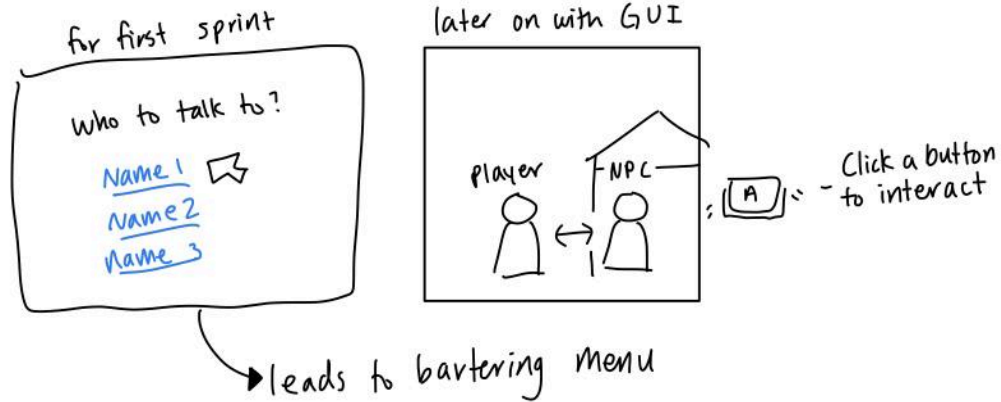
For this sprint we had a total of 17 points in stories and a lot more chores and we were able to complete 12 points. The two unfinished stories will be carried over into next sprint.



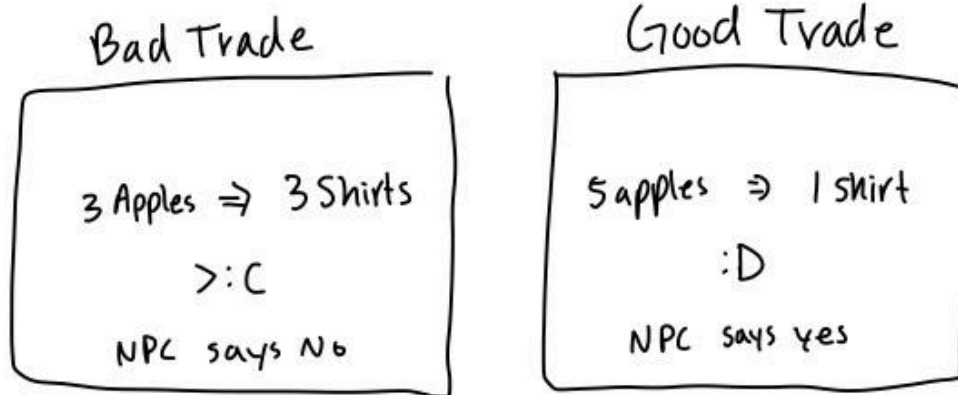
Design Diagrams



Interaction System



Item Value Checker



Bartering

The game will be a 2d side scroller with the player moving along to different stalls to barter

Score: ~

Barter:

item give

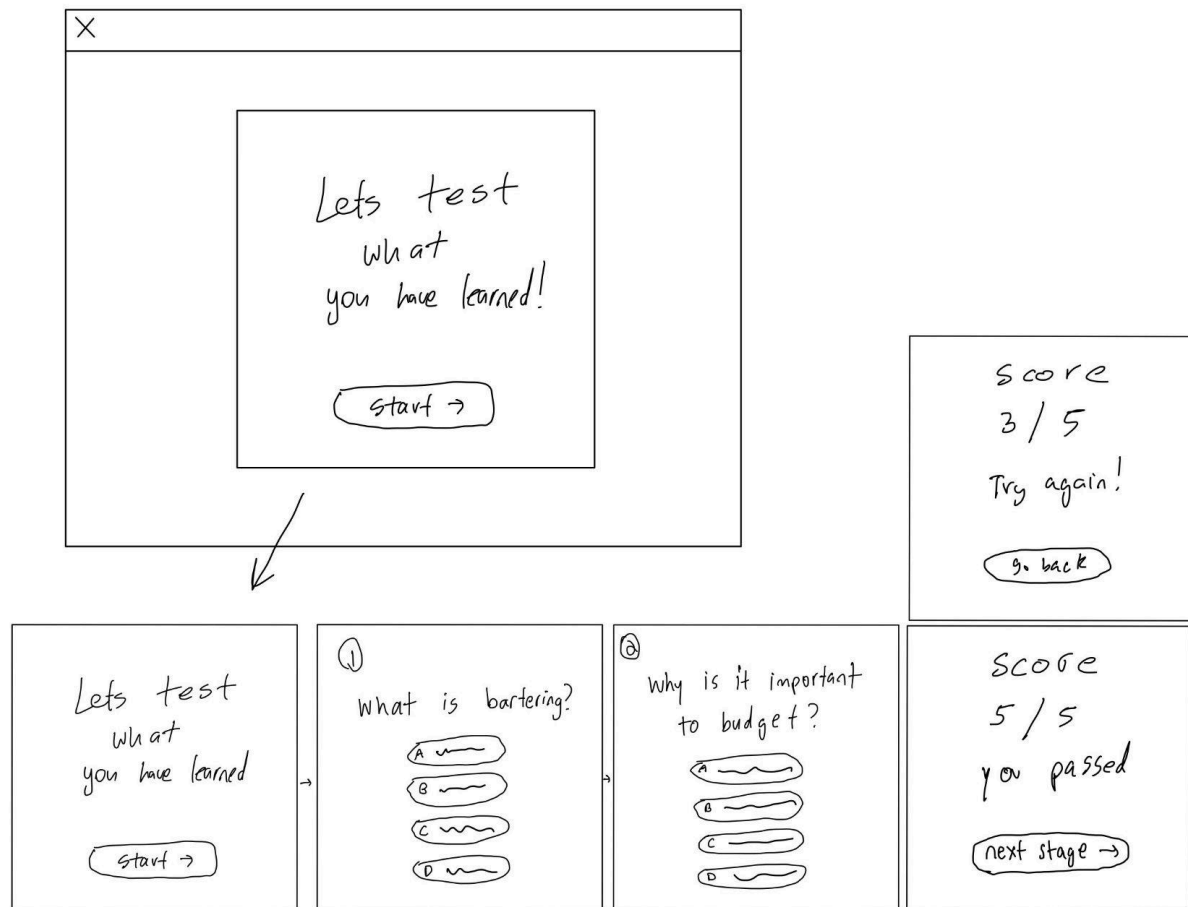
#

↓

item get

#

End of Phase Quiz



Occupation Description

Trade with <name>
~~~~~  
bal: 0  
Occupational Description: ~~~~~  
~~~~~  
Player inven: <name> inven:
 == ==

Weekly & Daily Expenses

main menu

☐ ☐ ☐ ☐ ☐ ☐ next day

expenses for today: —
Expenses for week: —
8:00AM on Day 1
Hello Player!

Met
next day
→

☐ ☐ ☐ ☐ ☐ ☐ next day

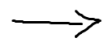
expenses for today: —
Expenses for week: —
8:00AM on Day 2
Hello Player!

↙ Not Met
next day


You have not met
require ments!


Tutorial

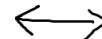
New User Login



Tutorial

Items:  x 3

NPCs: 



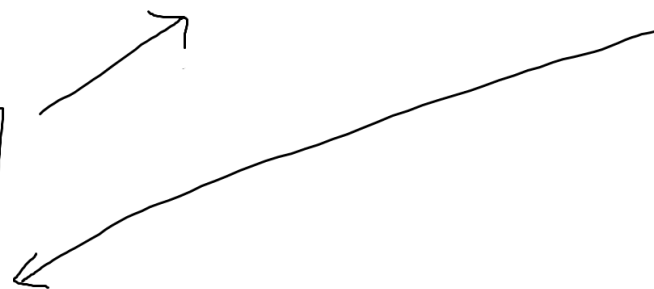
Shopping List:

Items:  x1 ☒

Trading: 

Help Button

Home



Finlit Quest

UI STYLE GUIDE

BY: Emmie Teng ☺

Keep a simple, minimalistic style well fit for all age groups.

Colors will stick with the basic whites and primaries.

Backgrounds will stay mostly white and light gray.

Buttons will use primary colors such as blue, green, red

- blue - standard buttons

- green - submit and accept

- red - decline and return



```
<button class="snap-center rounded border-b-4 border-blue-700 bg-blue-500 px-4 py-2  
font-bold text-white hover:border-blue-500 hover:bg-blue-400 items-center">
```

```
  Button 1
```

```
</button>
```

Fonts will be blocky and pixelated to conform to the rpg style

DPComic Regular

■			!	"	#	\$	
%	&	'	()	*	+	,
-	.	/	0	1	2	3	4
5	6	7	8	9	:	;	<
=	>	?	@	A	B	C	D
E	F	G	H	I	J	K	L
M	N	O	P	Q	R	S	T
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}	~						

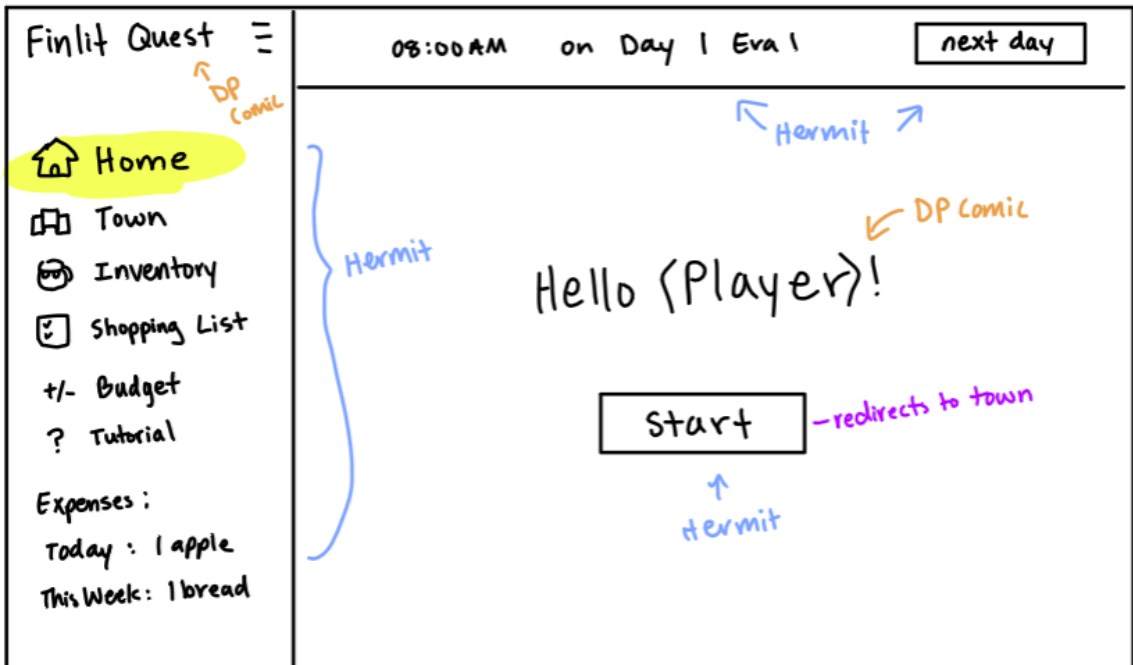
- Headings
- Titles

Hermit Regular

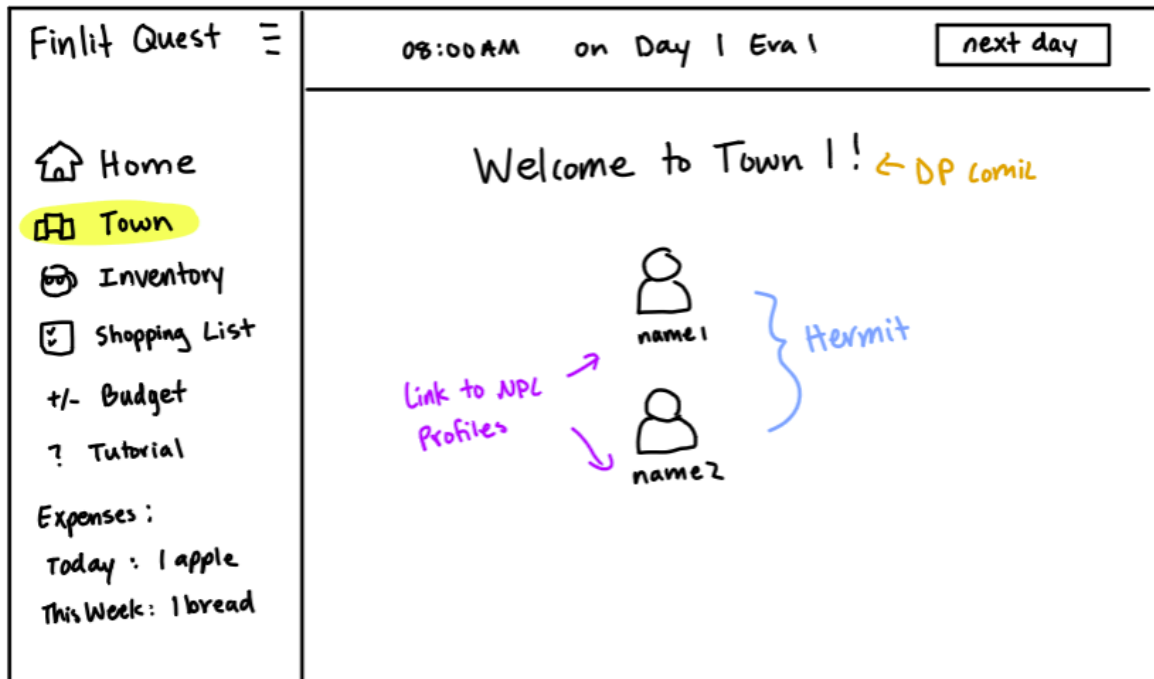
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- Normal

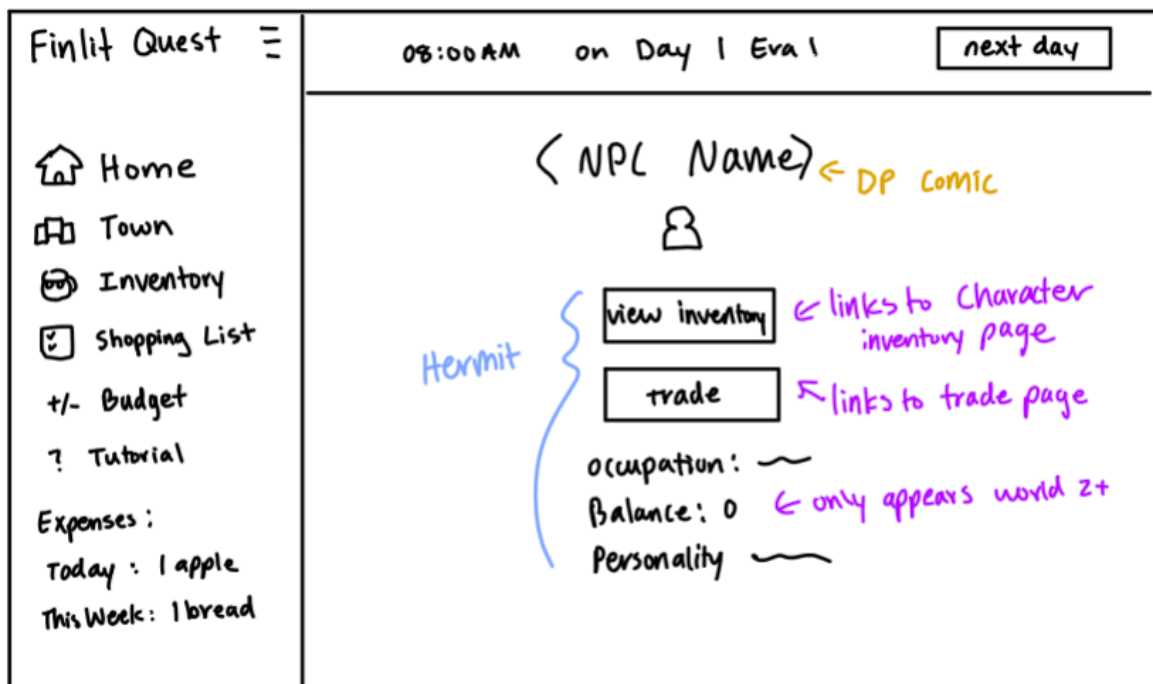
Home page



Town page



NPC Profile page



Trade page

Finlit Quest

08:00AM on Day 1 Era 1

next day

Home

Town

Inventory

Shopping List

+/- Budget

? Tutorial

Expenses:

Today: 1 apple

This Week: 1 bread

Trade with <Name> ← DP Comic

Dialogue line

Balance: 0

Occupation Description:

Player Inventory

<Name> Inventory

I give

I want

offer

Back

← checks and does trade

← links back to Char Profile

Inventory page

Finlit Quest

08:00AM on Day 1 Era 1

next day

Home

Town

Inventory

Shopping List

+/- Budget

? Tutorial

Expenses:

Today: 1 apple

This Week: 1 bread

Inventory ← DP Comic

name:

Description:

Quantity:

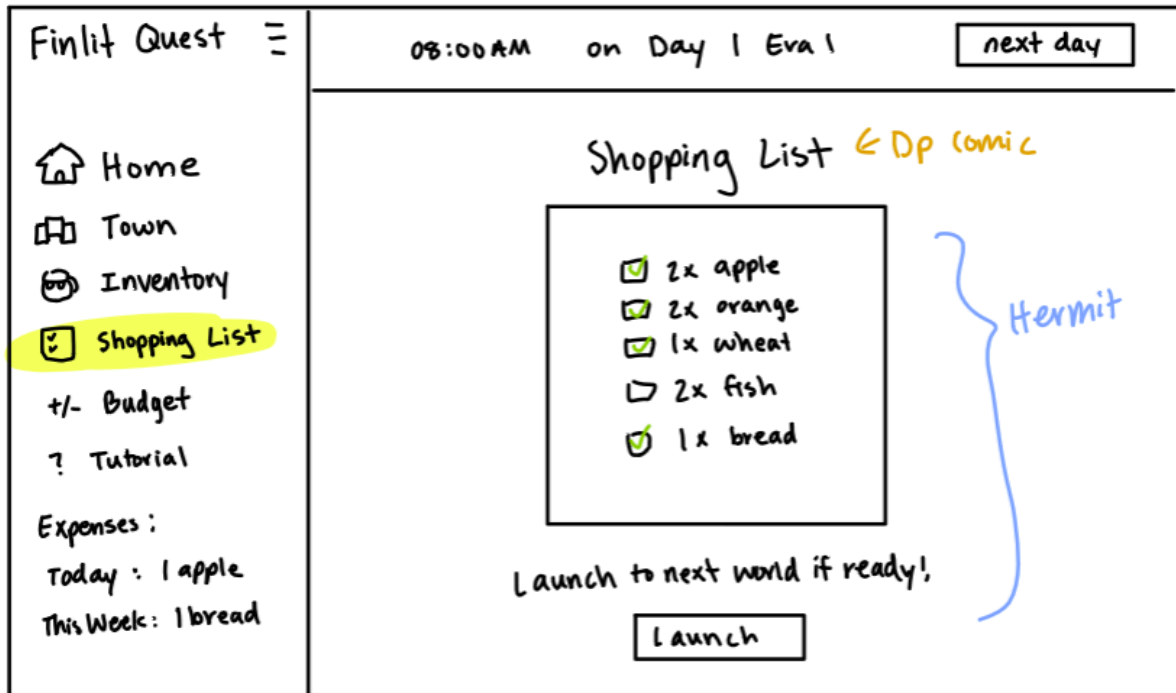
name:

Description:

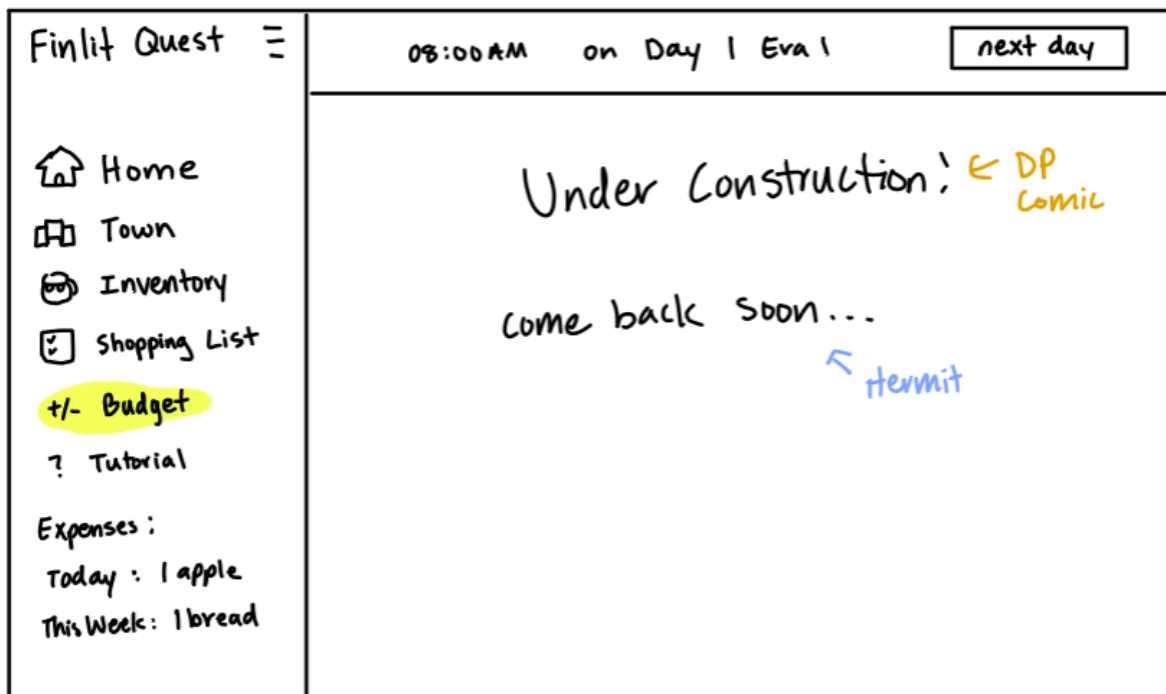
value:

Quantity:

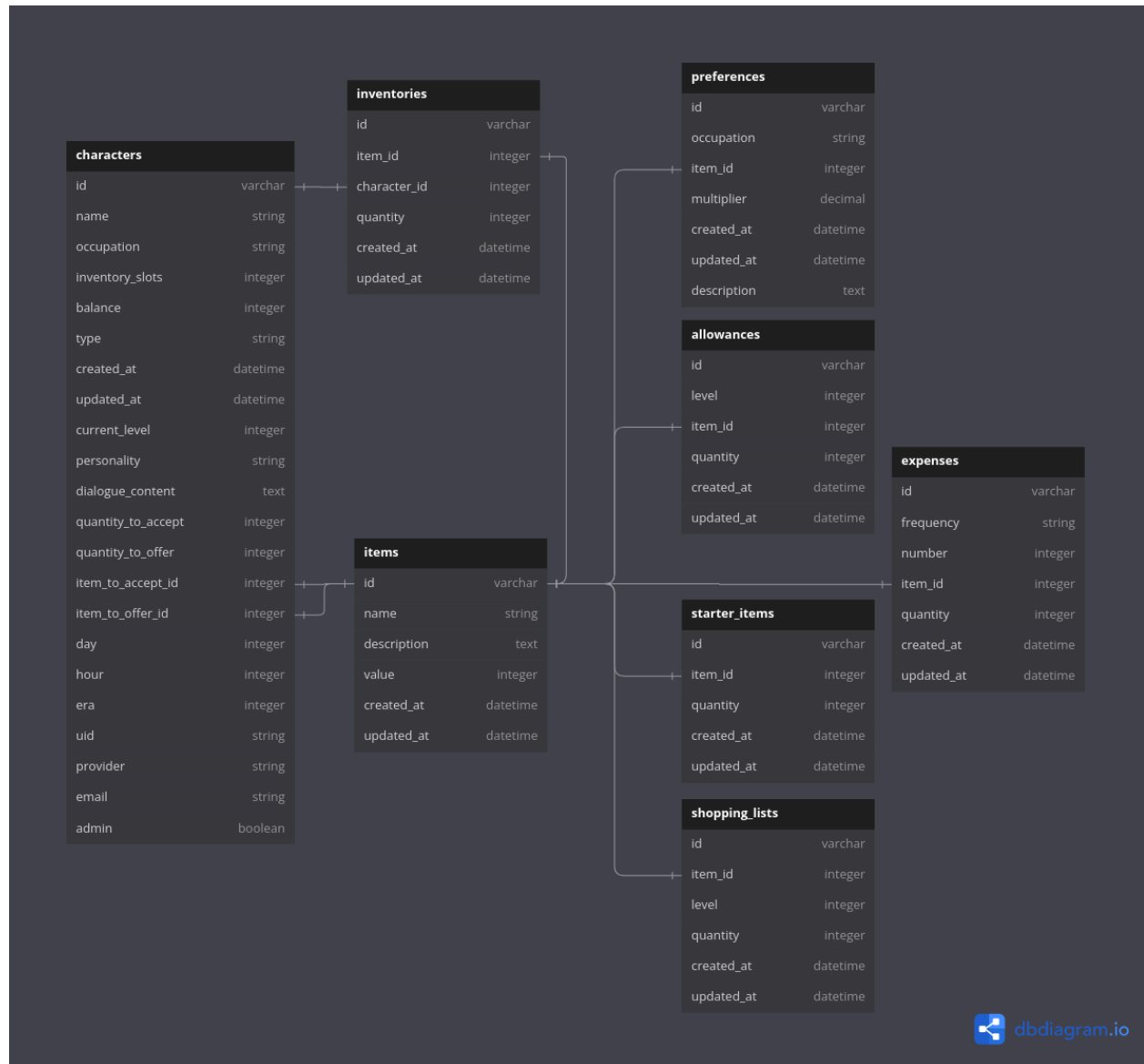
Shopping List page



Budgeting page



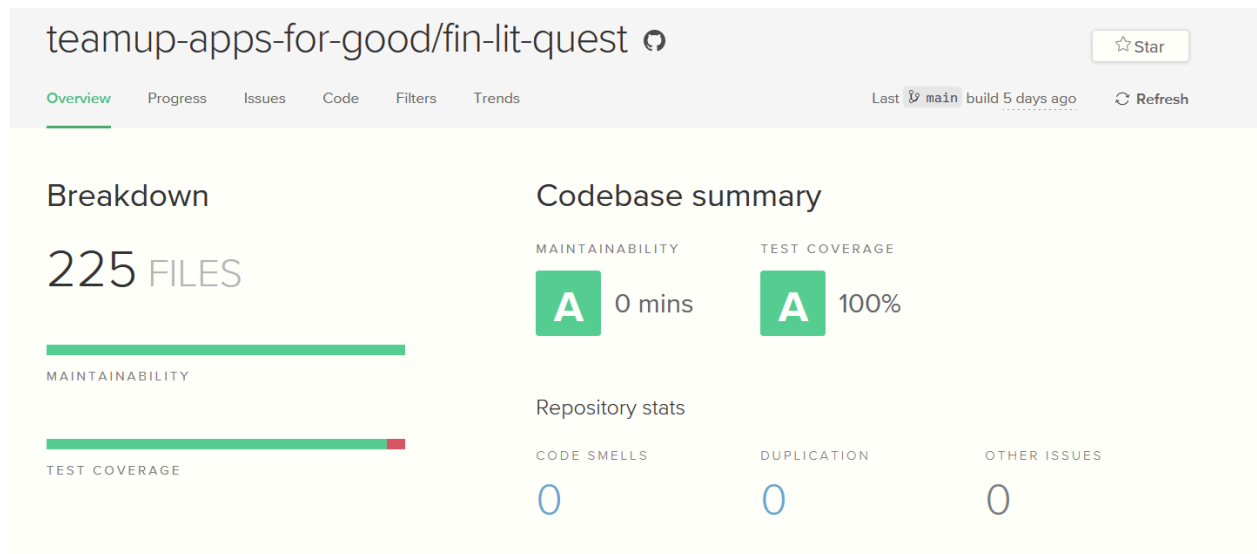
UML Diagram for tables



Documentation of Changes

In this sprint, we also added two new tables, these tables are related to the items for the player. We added an allowances table to keep track of the items that the players will get for their weekly allowances and depending on the world they are in and we also added a starter items table that keeps track of the items that new players will get when they create an account.

Evaluation of code and Test Quality



```
131 scenarios (131 passed)
1171 steps (1171 passed)
0m7.768s
```

Share your Cucumber Report with your team at <https://reports.cucumber.io>

Command line option: `--publish`
Environment variable: `CUCUMBER_PUBLISH_ENABLED=true`
cucumber.yml: `default: --publish`

More information at <https://cucumber.io/docs/cucumber/environment-variables/>

To disable this message, specify `CUCUMBER_PUBLISH_QUIET=true` or use the `--publish-quiet` option. You can also add this to your `cucumber.yml`:
`default: --publish-quiet`

```
└─ [justin@justin-wandbox ~]$ bundle exec rspec
```

```
Finished in 4.74 seconds (files took 3.27 seconds to load)
321 examples, 0 failures
```

Customer Meeting

Date: 03/28/2024

Time: 12:00 pm Central Time

Location: Google Meet

Summary of Meeting:

In this meeting with the client, we discussed the story points that we had finished in the sprint. These story points included: creation of the tutorial for the player, updates to the trading time changes and adding failure case, added starter items when making a new account, weekly allowance, UI overhaul, and a sidebar element to the web application - this also included a multitude of chores that we did to clean up the codebase and player experience which was increasing our code coverage, protecting the admin routes, and creating a style guide which the UI would follow for consistency. We showed the new features and he seemed pleased with how things worked and liked how the UI turned out in comparison to what it was before. One feature that we weren't able to finish in this sprint was the currency exchange, which he said was okay since we were on the brink of getting it in. He made sure to highlight that we shouldn't add any huge features for this last sprint because it is coming to the end and we didn't want to have any buggy solutions. But since we were almost done with the story and it would be an effortless merge, it was fine. For sprint 5, we would be dropping the bank system since it would be too large of a feature to add at this point. Instead he told us to focus on refining what we have right now, making it more presentable and working on the hand-off to the Teamup group. This included documentation for deployment. For this upcoming sprint, Steven said to focus on the user experience and improve the look and feel of the game. He mentioned how the game has really evolved from what he was expecting from a sprite game to a web application game which he said was interesting. This is also the time to get some minimal user feedback to make improvements to the game experience. For the next sprint, we'll focus on the handoff, user experience and refining what we have now.

Project Links

Github: <https://github.com/teamup-apps-for-good/fin-lit-quest>

Project Tracker: <https://www.pivotaltracker.com/n/projects/2687724>

Slack: <https://hagglerdev.slack.com>

UML-Diagrams: <https://dbdocs.io/stella/FinLit-Quest>