

Sprint 4 Planning Meeting 03/21

Summary

Deadlines (Underlined = TBD, only a soft deadline)

- **03/21 @ 01:50 PM** - Team planning meeting for Sprint 4
- **03/22 @ 11:59 PM** - Plans for Sprint 4 layed out and posted in GitHub and ZenHub
- **03/23 @ 1:50 PM** - In-class work meeting
- **03/25 @ 1:50 PM** - In-class work meeting
- **03/26 @ 11:59 PM** - Have code updated and templated/layed out
- **03/28 @ 1:50 PM** - Complete **Sprint 4 Code Review 1**
 - Class meeting will give us time to talk about anything we want in regards to reviews
- **04/02 @ 11:59 PM** - Have code in a finished state
- **04/XX** - Kirby code review
 - There is no listed code review dates on the schedule
- **04/08 @ 11:59 AM** - Finish code refactoring
- **04/08 @ 11:59 PM** - Have **Sprint 4 Code Review 2** completed
 - Can be done any time between 04/02 and 04/08
- **04/03 @ 02:00 PM** - Team code review meeting and do as much code connecting/finalization as possible
 - Caldwell 177

Sprint 4 Focuses

Required

- Underworld Level/Room
- Pause feature
 - Both a feature to pause game by player, and a feature to pause game due to pipe or flag interaction, or player death
- Flag animation
- Star Mario rainbow animation
- Dead Mario animation
- Damaged Mario blinking
- Player HUD
 - Score
 - Coins collected
 - World/Level Tracker
 - Time

- Interactable Features
 - Break bricks
 - Use coin block
 - Use question mark block
 - Collectable power ups
 - Red Mushroom, 1-UP Mushroom, Fireflower, Star
 - Flag
 - Split flag sprite into multiple sprites and objects for functionality
 - Pipe
- Movement fixes
- Sounds
- Smooth camera transition between levels/areas
- Fix shell duplication bug
- Fix enemy collisions with Mario

Sprint 4 Working Plans

Team Members and Their Assigned Tasks

Member Name	Alek	Ben	Catherine
Task(s) Assigned/Chosen	<ul style="list-style-type: none"> - State updates for blocks, pipe, and flag - Mario death functionality - Debug moving problems - Pause function - Star Mario and Damaged Mario sprite augments 	<ul style="list-style-type: none"> - Collision functionality of the blocks, pipe, and flag - Manage the flag object upon sprite split-up 	<ul style="list-style-type: none"> - Sounds - Pause command and controller function - Debug collisions with enemies - Debug moving problems

Member Name	Eric	Ruidong Zhang	Tommy
Task(s) Assigned/Chosen	<ul style="list-style-type: none"> - HUD Data <ul style="list-style-type: none"> - Score - Lives - Level - Time - Debug duplicating shell issue 	<ul style="list-style-type: none"> - HUD Data <ul style="list-style-type: none"> - Score - Lives - Level - Time - Debug collisions with enemies 	<ul style="list-style-type: none"> - HUD Writing - Underworld file - Pause functionality - Star Mario and Damaged Mario sprite augments - Split current flag into separate sprites/objects

Sprint 4 Testing Plans

Self-Testing: Each person of the group will test the things they change and implement on their side. If testing succeeds and therefore the changes/implementations can be pushed, the team is

to be notified of the successful testing by detailed notes for commits and pushes to their branch in GitHub.

Team-Testing: Done by the whole group together, either in person or over Discord/Zoom meeting. Each person's branch will be merged one by one into the main Sprint branch and tested to make sure it operates correctly before merging the next branch. Once all branches have been merged, any final touch-ups will be done.