

What we accomplished in our Planning Meetings:

Set deadlines:

- Base functionality of sprint to be completed by **2/11**
- First code review to be done by **2/11**
- Refactoring of code to be done by **2/16**
- Second code review to be done by **2/16**
- From **2/16 - 2/19** we will add any necessary documentation (ex. README)

Testing:

- Testing will be continuous! Code should be tested before being pushed to our main github branch.

Conflict Resolution:

- Discussed conflict resolution. Decided if there would be a conflict we would have a team meeting and we will discuss both sides and try to come to a solution that satisfies both parties.

Planned our tasks for Sprint 2

Decided on consistent meeting times

Decided on team name (The BRAC-ETS)

What we want to accomplish this sprint:

Epics and their issues:

- Testing/Debug
 - Integration Testing
- Class Creation
 - Text
 - ShellStateMachine (Alek)
 - BlockStateMachine (Alek)
 - KoopaStateMachine (Alek)
 - FlagStateMachine (Alek)
 - SpriteFactory
 - GoombaStateMachine (Alek)
 - MarioStateMachine (Alek)
 - GameState
 - BackgroundObject
 - Shell (Ruidong)
 - Flag (Alek)
 - Pipe (Alek)
 - Block (Alek)
 - Koopa (Eric)

- Mario
- Goomba (Eric)
- KeyboardController (Cat)
- MouseController (Cat)
- QuitGameCommand (Cat)
- ResetCommand (Cat)
- MarioRightCommand (Cat)
- MarioLeftCommand (Cat)
- MarioJumpCommand (Cat)
- MarioThrowingCommand (Cat)
- BlockSwitchingCommand (Cat)
- ItemSwitchingCommand (Cat)
- EnemySwitchingCommand (Cat)
- Interface Creation
 - IStateMachine (Alek)
 - IAnimatable (Tommy)
 - ICollectable (Ben)
 - IProjectile (Ruidong)
 - IRemoveable (Ben)
 - IInteractable (Ben)
 - IPlayer (Alek)
 - IStructure (Alek)
 - IItem (Ruidong)
 - ICollideable (Alek)
 - IUpdateable(Eric)
 - IDrawable (Tommy)
 - IEnemy (Eric)
 - IController (Cat)
 - ISprite (Tommy)
 - ICommand (Cat)
- User Input/Movement Implementation (Cat)
 - Movements
 - Crouch
 - Jump
 - Move left and right
 - Input Controls
 - Q or right mouse click to quit
 - R to reset

Things we will only do if we have time

- GamepadController
 - Similar to keyboard and mouse controller classes, this will allow the player to play the game with a game controller
- Background
 - Background will only be implemented if we have time.
- Flag
 - Not essential.
- Pipes
 - Not essential.

Our Zenhub workspace

<https://app.zenhub.com/workspaces/3902-61f46253ce5d81001af0d3f4/board?invite=true>