Sprint 5 Planning Meeting 04/11 Summary

Deadlines (Underlined = TBD, only a soft deadline)

- **04/11 @ 10:00 PM** - Team planning meeting for Sprint 5
- **04/16 @ 11:59 PM** - 1st Code Review Due
- **04/19 @ 06:30 PM** - In-person team meeting for code finalization
    - Caldwell 177
- **04/20 @ 01:50 PM** - Kirby Code Review
- **04/22 @ 11:59 PM** - 2nd Code Review Due (At Latest)

Sprint 5 Topics

Topics Voted On
- Infinite/Procedurally Generated Levels
- Multiplayer
- Break/Place Bricks
- Biomes/Alternate Enemies
- Random Powers/Items

Selected Topic(s)
- Break/Place Bricks
- Biomes/Alternate Enemies
- Multiplayer

We decided on breaking/placing bricks combined with the biomes and alternate enemies additions.
- **NOTE: Plan is to work mainly on the highlighted parts as focus, if those are met we may extend further into other listed items/areas**
- Plan is to have 2-4 biomes
    - Fire
    - Snow/Ice
    - Tropical
    - Ohio State
    - …
- Breaking and placing blocks

- ○ <mark>Undecided as to if Mario should have a cap on the amount he holds, will decide later based on difficulties we might face</mark>
  - ■ <mark>Counter type of inventory similar to a counter for Mario's coins</mark>
- Allow player to select the biome they want/start in
  - ○ Present current selection on Menu screen, use arrow keys to select preferred biome
- High score tracking
  - ○ Writing game over/end level data to file and then reading it to display highest scores
  - ○ Allow the player to input 3 initial letters to mark their high score
- A few new powers to match enemies/biomes
  - ○ Football player - Basically just a retexturing of Star Mario to be a football player

Other To-Dos
- Bug fixes and other unintentional mechanics/errors
  - ○ See Sprint 4 README document on GitHub

Sprint 5 Working Plans

Team Members and Their Assigned Tasks (**bug fixes and cleaning up apply to everyone**)

Member Name	Alek	Ben	Catherine
Task(s) Assigned/Chosen	- Breaking and placing blocks (especially states side)	- Creating new levels, biomes, enemies - Willing to help with sprites as well	- Breaking and Placing Blocks

Member Name	Eric	Ruidong Zhang	Tommy
Task(s) Assigned/Chosen	- Breaking and placing blocks (especially the HUD side)	- New sprites for biomes, player, enemies	- Creating sprites for new biomes/levels - Creating new levels

Sprint 5 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.