

Ecofriend

Sprint 1

Introduction

Scrum Master

Kyle Lund

Product Manager

Christian Carey

Developer

Ed Lang

Developer

Lily Reyes

Project Update

Web Development: Ed and Kyle

Game Development: Lily

Test Cases: Christian

Removed from project:

- Mini Boss
- Community Art Gallery
- Eco Pledges
- Firebase

Added to project:

- Github/Google Login
- MongoDB
- More focus on game levels



Software Tests

```
TS page.tsx  page.test.tsx x
test > app > login > page.test.tsx > describe('Page Component') callback > test('renders without crashing'
1  import { render, screen, fireEvent } from '@testing-library/react';
2  import userEvent from '@testing-library/user-event';
3  import Page from '@app/login/page';
4
5  jest.mock('next/navigation', () => ({
6    useRouter: () => ({ replace: jest.fn() }),
7  }));
8
9  describe('Page Component', () => {
10    test('renders without crashing', () => {
11      render(<Page />);
12      expect(screen.getByText('Sign in to your account')).toBeInTheDocument();
13    });
14
15    test('submits the form correctly', async () => {
16      render(<Page />);
17
18      // Fill in form fields
19      userEvent.type(screen.getByLabelText(/email address/i), 'test@example.com');
20      userEvent.type(screen.getByLabelText(/password/i), 'password');
21
22      // Simulate form submission
23      fireEvent.submit(screen.getByRole('button', { name: /sign in/i }));
24
25      // Expect that the handleSubmit function is called
26      expect(screen.getByText('Invalid login information')).toBeInTheDocument();
27    });
28  });
29
```

- acct_mgt is a test suite related to account management
- 10 tests within the suite
- Covers valid input and invalid input
- Covers different methods of login
- Functional testing

Technical Progress

Web:

Core Modules

- src/app
- src/components
- src/lib

User Interface

- src/style
- src/images

Infrastructure and Configuration:

- test
- *.config.js

Game:

DamageZone.cs

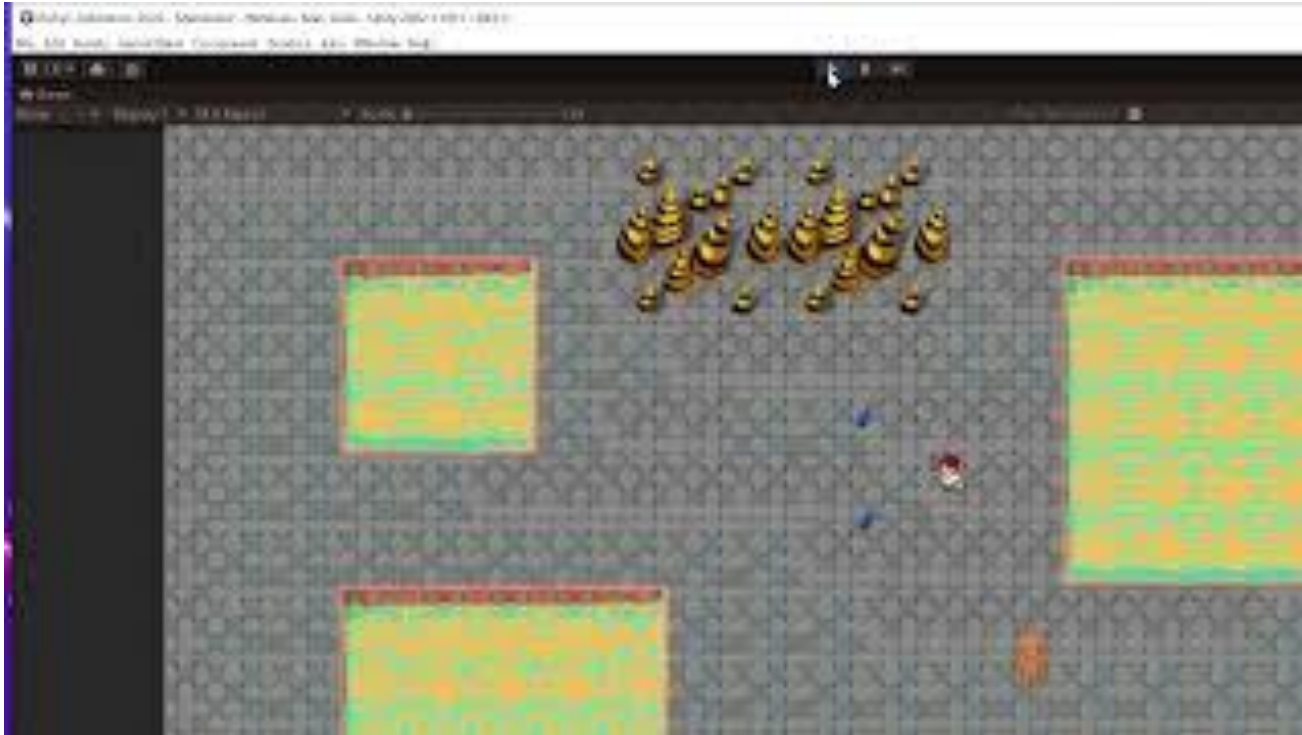
HealthCollectible.cs

PlayerController.cs

EnemyController.cs

Functionality Demonstration (Website)

Functionality Demonstration (Game)



Sprint 1 Backlog Accomplishments

Web:

Account Creation

User Login

Database Integration

Home Page

Community Blog

Game:

Game Design Finalization

Environment Design

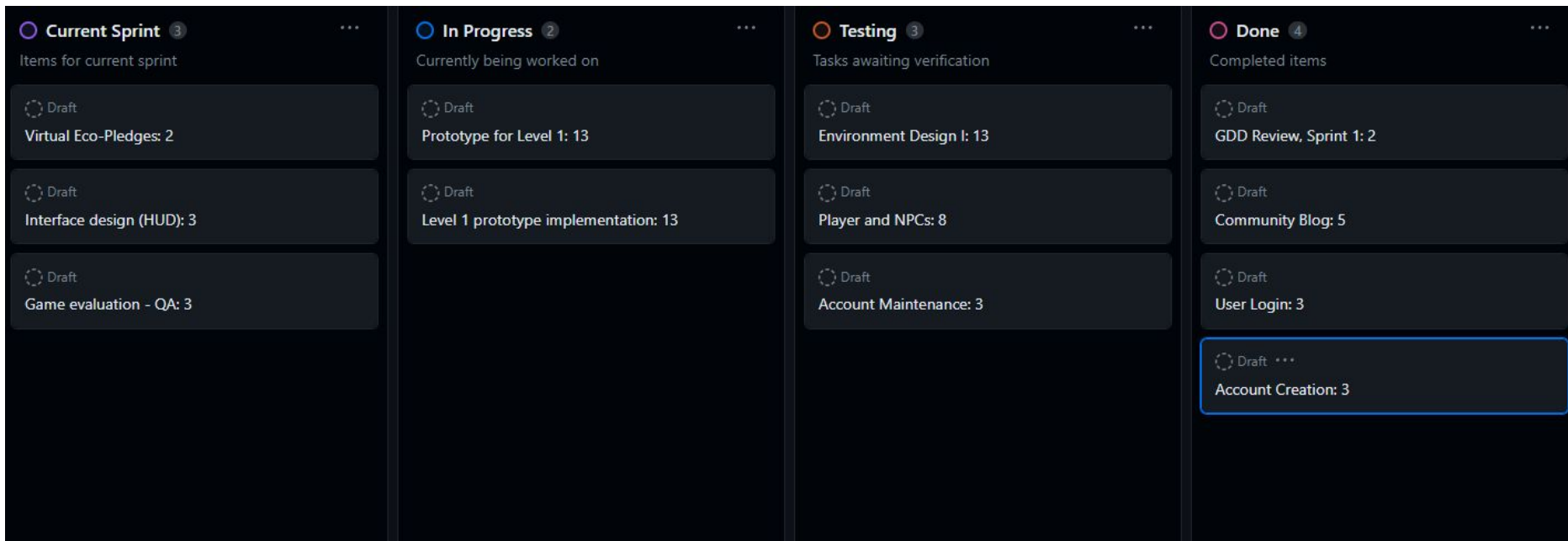
Player and NPC Prototyping

Level 1 Prototype

Art/Assets



Kanban Board



Sprint 2 Backlog with Estimation

Priority	Description	Story Points	Assigned	Sprint	Comment	
1	Integrate final game with website	5	EL, CC	2	Research link from game to website	Web
3	Tips	5	LR, KL	2	Snippets of info to reverse your eco footprint	Game
1	GDD Review, Sprint 2	2	LR, EL, KL, CC	2	Update Game Development Document with lessons learned during sprint	
3	Environment Design 2	13	LR, CC	2	Light solutions and particle effects	
2	Background Audio and SFX	5	LR, KL	2	Includes approaching NPCs and player physics	
2	NPC dialogue and interactions	8	LR, KL	2	Content, triggers, physics and functionaity	
2	Splash screen	2	LR, CC	2	Design engaging transition	
2	Game start and credit screen	5	LR, CC	2	Design, buttons and functionality	
2	Boss encounter	13	LR, CC	2	All elements of boss encounter (combat and environment)	
2	Design Level Environment	5	LR, KL	2	Design the environment for distinct level	

Issues and Next Steps

Issues

Time constraint
Firebase
Jest integration

Next Steps

Finish web development in sprint 2
Finish game development in sprint 2
Complete integration of game with website



Thank you for joining
us!

