**CS300 Team 1: Space Hunt Summary**

Members: Illia Shershun, Max Smiley, Amie Roten

Kim Ma, Dylan Wagner, Jiacheng Zhao

Sprint 1:

US.1: Spacecraft Movement

Contributors: Max Smiley and Illia Shershun collaborated on the design, mechanics, and code.

US.2: Game Configuration for Development

Contributors: Dylan Wagner and Illia Shershun collaborated on the design, mechanics, and code.

US.3: Running out of Energy

Contributors: Jiacheng Zhao implemented the code/functions.

US.4: Running out of Supplies

Contributors: Jiacheng Zhao implemented the code/functions.

US.5: Collisions

Contributors: Kim Ma implemented the code/functions.

US.6: Sensors

Contributors: Amie Roten implemented the code/functions with inspiration from Illia Shershun’s movement/map mechanics.

US.7: Celestial Map

Contributors: Illia Shershun contributed the code with design input from the team.

US.8: Persistent State

Contributors: Amie Roten implemented the code/functions.

In this sprint, we all tested the functionality we added ourselves, which led to our retrospective goal for sprint #2, to create tests for others’ contributions.

Sprint 2:

US.1: Revised Spacecraft Movement

Contributors: Max Smiley implemented the necessary modifications for this user story, Amie Roten assisted with design/layout of user input (buttons, etc).

US.2: Game Configuration for Development

Contributors: Dylan Wagner implemented the code/functions.

US.3: Player Dying

Contributors: Jiacheng Zhao implemented the code/functions.

US.4: Celestial Gazetteer

Contributors: Illia Shershun implemented the code/functions. Amie Roten assisted with visual representation.

US.5: Nameable Persistent State

Contributors: Amie Roten implemented code/functions.

US.6: Abandoned Freighter

Contributors: Kim Ma implemented code/functions.

US.7: Docking at Station

Contributors: Kim Ma implemented code for Casinian interaction, Amie Roten implemented code for making purchases/getting repairs.

In this sprint, Amie Roten and Kim Ma created the test plan, and implemented the bulk of the testing. Everyone still tested their own piece as they were implementing, but another layer of testing was done by other team members. All team members contributed to overall design of GUI, and problems were troubleshooted in a group setting.

Please find a playable version of our game at: https://web.cecs.pdx.edu/~aroten/SpaceHunt/space\_hunt.html

Note: We went through a number of branch iterations on our GitHub repository. The current/final branch is “collision-final”, not “master”. Our collective “git-fu” is not quite developed enough to safely move the head of “master” to another branch without potentially causing destruction, so we left our branch as is. Please let us know if you have any questions!