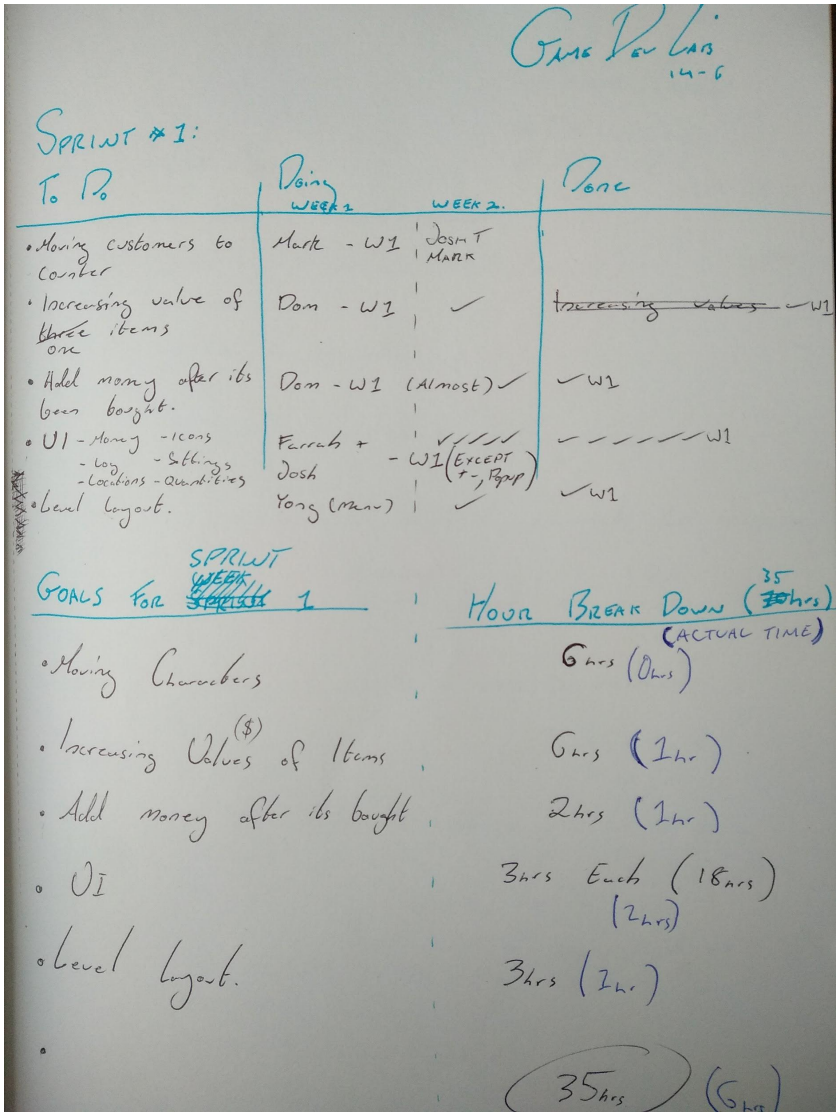
Sprint Documentation

Game Development Lab GAM404 - Shopper Simulator Game

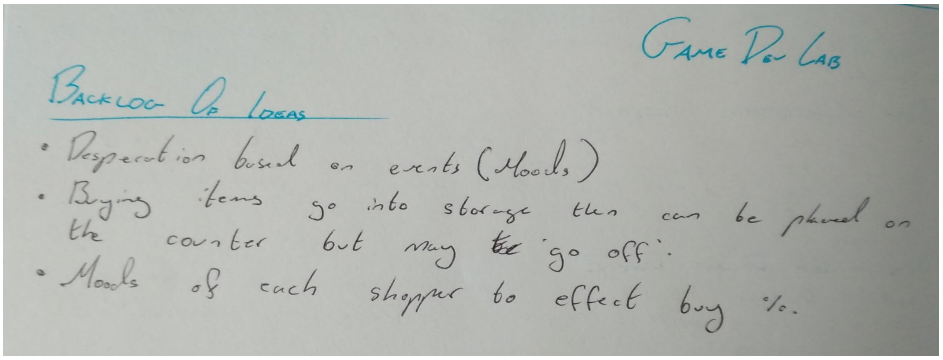
Sprint 1

Week 1



Sprint 1 was primarily focused on the development of a similar but largely streamlined version of our game from Game Development Lab I. A long discussion was had about what we really

needed in our game and what wanted our game to achieve. We decided upon a slightly more complex version of the lemon stall flash game that requires the player to use strategy and mathematical thinking to succeed in the game for a long period of time.



A small backlog of ideas was also created so that we could already start looking ahead at future sprints and prepare for the possible implementation and development of these mechanics.

Week 2

Week 2 was a successful week for the team as most of the core aspects of the game were completed including the increasing of the value of one item, adding money after the item has been bought, UI art and the level layout. After the first week the team worked very efficiently to complete the required tasks in an approximate total of 6 hours out of an estimated 35 hours for the whole sprint. This left an estimated 9 hours of work to complete the sprint and refine our work.

End Week 2 - Cooldown

Everything in sprint 1 was completed to plan and on time. The backlog for sprint 2 was created on this day as well as the optimisation of our Trello board to help with planning and the making of a burndown chart.

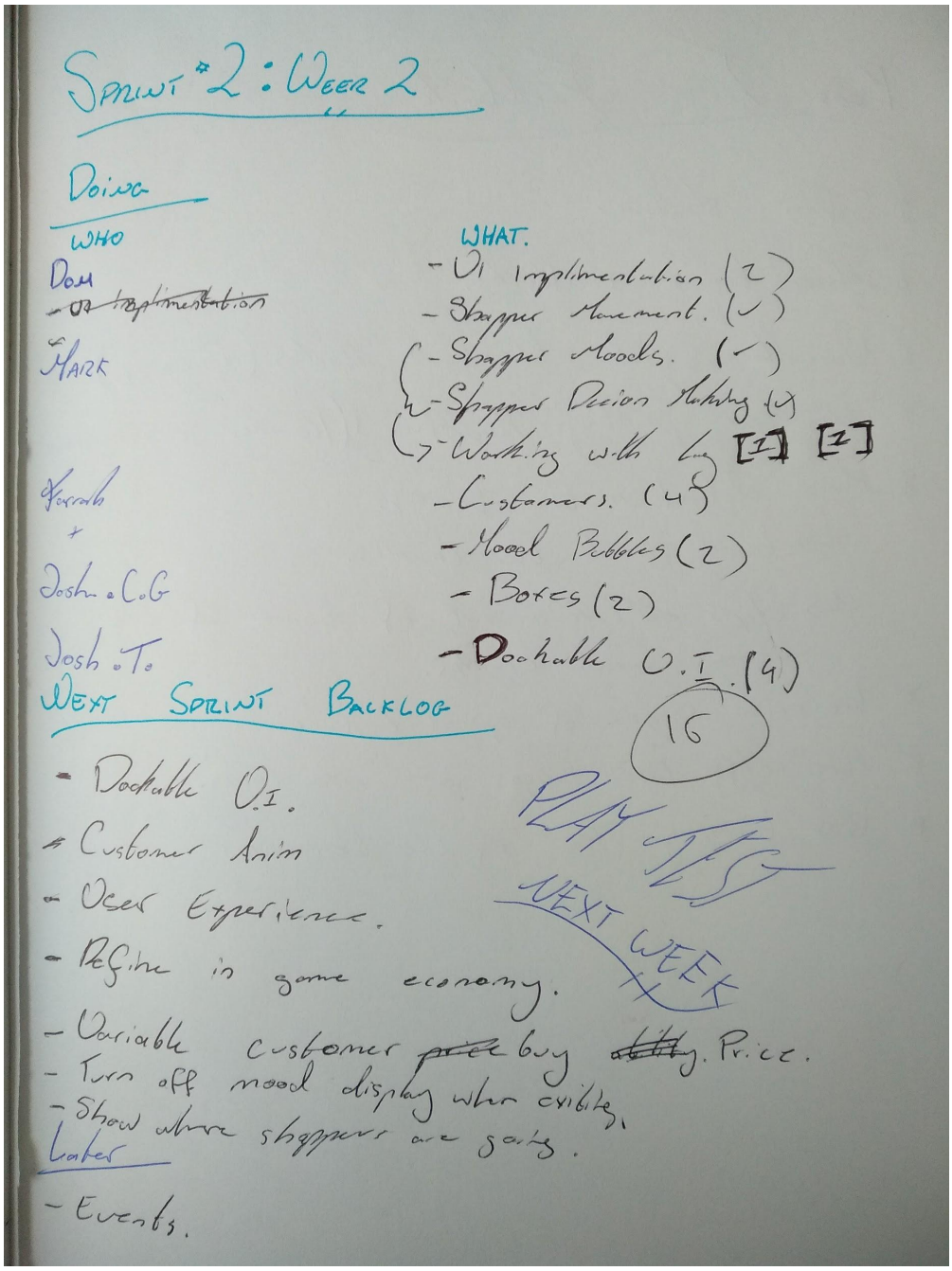
Sprint 2

Week 1

The scrum marking the end of sprint 1 and the start of sprint 2 involved the further discussion of what else needed to be completed to start rounding out and fully completing all of the features of the game. Our goal was clearly established in sprint 1 and it was now time to implement the UI art, shopper movement, shopper moods, shopper decision making, a working log of events happening in the game, customer art, boxes art and the ability to dock some UI elements.

We decided to increase the workload of this sprint as in sprint 1 the team worked very efficiently and we believed due to this we were capable of a larger sprint backlog.

Week 2

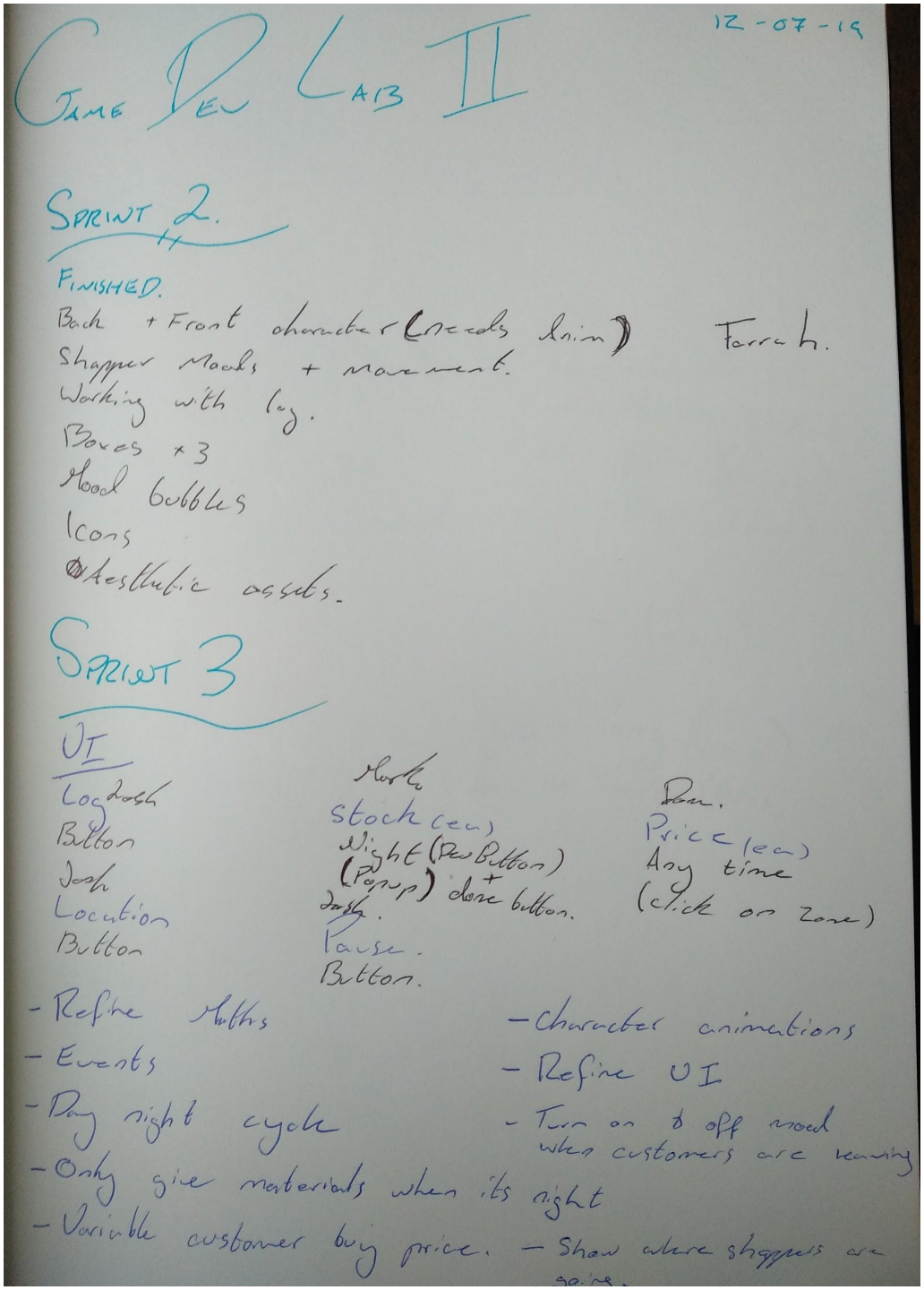


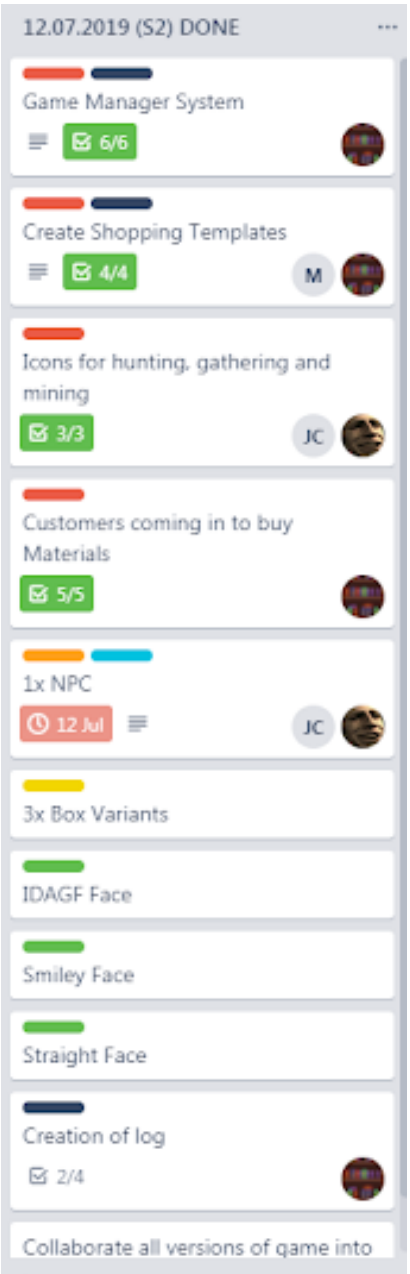
The tasks completed in week 1 included the shopper movement and moods as well as the base implementation of a log. The team came up with a backlog of tasks for the next week that estimated at 16 total hours requiring slightly over 3 hours of work for the week for each member.

The team was very confident that a playable version of the game with most mechanics and art included would be finished by the end of this sprint.

We also planned our next sprint in a natural discussion about how we would like the games finished product to look and play. This included improvements of the user experience, refinement of the in game economy and animations.

End Week 2 - Cooldown

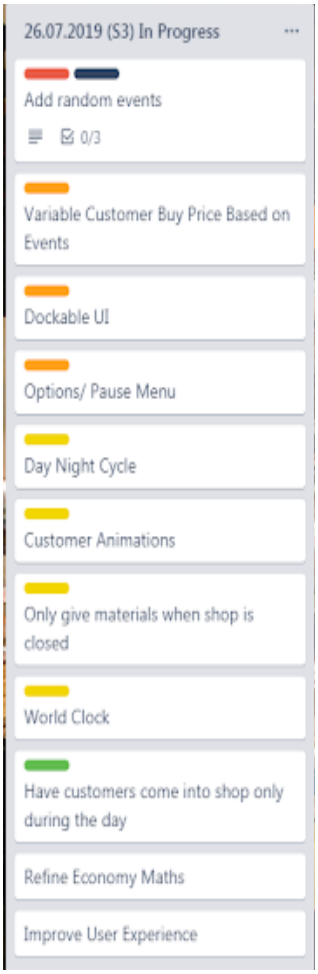




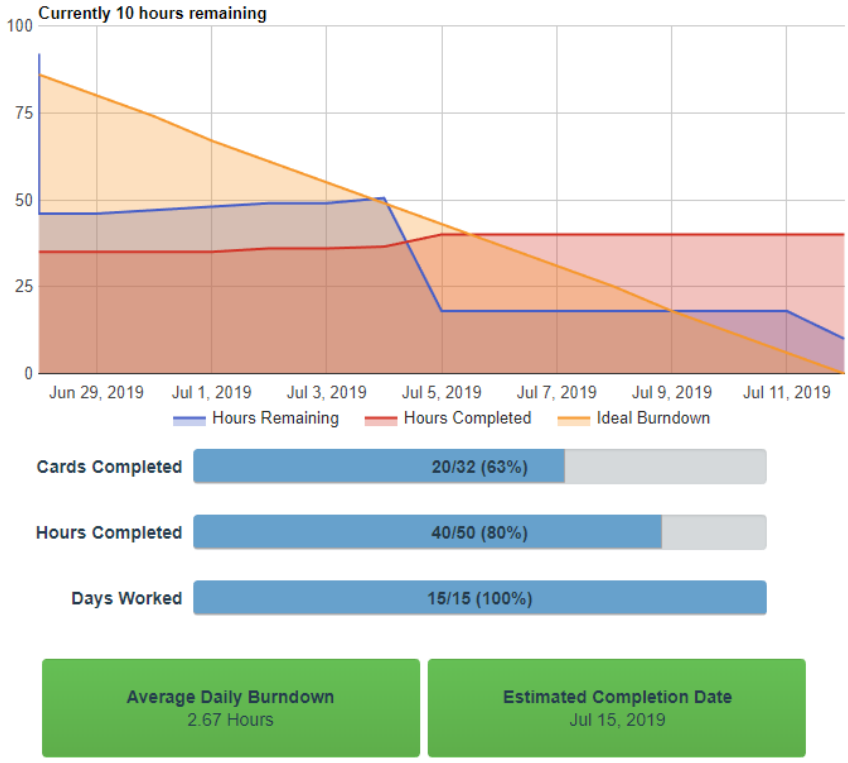
**Red - Approx 8 hours*
**Orange - Approx 4 hours*
**Yellow - Approx 2 hours*
**Green - Approx 1 hour*

The scrum concluding sprint 2 successfully saw the team complete almost all tasks for a playable prototype except for some small UI elements that needed to be implemented for seamless player interaction.

Based on the backlog created in the week 2 scrum, we created a fully fleshed out backlog for sprint 3 that would bring us to the completion of our game. This included refinement of the in game maths, event implementation, day/ night cycle, the ability to get materials only during the night, variable customer purchase price, character animations, UI refinement, showing and hiding the individual shoppers mood when it is not required and a clearer representation of the shoppers path of movement.



*Sprint 3 Backlog



*Sprint 2 Burndown Chart

According to the final sprint burndown chart there was 10 hours unaccounted for and a single card or task uncompleted (12 - 11 of the next sprints cards), the implementation and completion of the UI elements required for a playable prototype. The burndown chart shows a consistent amount of work being completed at the end of each week and that the team was about 25 hours ahead of schedule after the first week. Due to some unforeseen life circumstances during the

week for more than one of the team members productivity reduced from approximately 30 hours of work per week to only 10 hours in the second week of sprint 2. This put a lot of pressure on the team on the final day of sprint 2 to complete a working prototype.

The goal for the day was to have a playable prototype and the team worked very hard to implement the log button, location button, pause button, stock change popup and price change popup all working with a basic day night system. With some unknown technical difficulties the prototype was completed approximately only an hour and a half past the proposed completion time.