**Introduction**

This report shows an overview of the time each member has spent on various tasks during the development of our project. This document will be updated after each sprint for the remainder of the project.

**Sprint Overviews**

**Sprint 0 - Zero Wing**

17.jan - 1.feb

The Zero Wing sprint was dedicated to planning and organizing the project as well as writing necessary reports and game design work. We made paper prototypes of our ideas for the game and adjusted the games design according to our results from the paper prototype testing. After we finished the design work we moved on to writing the user stories and organizing them into sprints.

We also had to write a project organization report and a risk assessment for the project and setup the development environment.

Because this sprint was mostly spent on preparation work we didn’t have a sprint retrospective afterwards.

**Time Record**

<table>
<thead>
<tr>
<th>Team Member</th>
<th>Scrum planning</th>
<th>Setup/Assets</th>
<th>Game Design</th>
<th>Total Hours</th>
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<tr>
<td>Hermann Ingi Ragnarsson</td>
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<tr>
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<tr>
<td>Örn Orri Ólafsson</td>
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**Sprint 1: Arkanoid**

2. Feb - 16. Feb

The Arkanoid sprint was dedicated to finishing the titan and camera movement, as well as laying the groundwork for networking. We took a short planning session at the start of the sprint to go over the user stories and reevaluate the points allocated to each one.

We were extremely pleased with our progress after this sprint as we were able to complete all of the things we set out to do.
**Sprint 2: Battletoads**

**17. Feb - 3. Mars**

In this sprint we set out to finish the basic titan combat, basic lobby functionality, easy creep camp, creep AI and titan levels. Hermann was sick for the first week of the sprint and Jón had heavy workload in other courses so that the time they could put into the project was limited. We managed to finish the basic titan combat and basic lobby functionality but halfway through the second week we hit a major networking problem. At that point Hermann, the product owner, decided that we should move all of the creep related stories into the next sprint along with those about titan levels and focus our energy on fixing the network related problems we were facing.

After the sprint we agreed that we had underestimated the size of some of the stories in the sprint, especially those concerning networking.
Sprint 2.5: Micro Machines

4. Mars - 5 Mars

After the Battletoads sprint we decided to have a micro sprint over that weekend to finish fixing our networking problems. In order to achieve this we decided to change our mechanism for network synchronization.

After the sprint we felt that this was a good move on our part as the networking aspect is crucial for the end product.
### Sprint 3: Castlevania

**6. Mars - 20. Mars**

The Castlevania sprint was dedicated to finishing what ever was left from the sprint before as well as everything that had been assigned to this sprint. The sprint went extremely well and we managed to catch up to where we should be.

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### Time Record

<table>
<thead>
<tr>
<th>Team Member</th>
<th>Programming</th>
<th>Project Management</th>
<th>Meetings</th>
<th>Total</th>
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### Burndown Chart

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### Time Record

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<th>Team Member</th>
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<th>UT**</th>
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Sprint 4: Double Dragon

21. Mars - 3. April

The Double Dragon sprint was dedicated to laying the groundwork for the power up and experience system and putting in a minimap and countdown screen.

During this sprint Jón had to hand in 3 final projects in other courses and Hermann took a trip to Sweden for a few days, this limited their time during this sprint. Órn Orri went on vacation to Thailand where he continued to work on the project. We had discussed this before the sprint began and adjusted accordingly.

Overall the sprint went very well and we were able to complete all of the sprint’s user stories.
Sprint 5: Excitebike
4. April - 16. April

We set out to implement the fog of war feature and continue our work on the powerups for this sprint. During the beginning of the Exitebike sprint Jón had final exams and needed to limit his time on the project in order to study for those exams. Hermann's son's day care was closed for a week at the end of this sprint so he had to stay home with his son. He was therefore unable to devote as much time to the project as otherwise.

The reason for the low story point to hour ratio during this sprint originates from the fact that we encountered a major git merging conflict problem which took numerous hours to resolve and the fact that Örn Orri spent most of his time on unit tests which are not accounted for in the story points since it is a they have to be constantly updated.

We decided to move a few stories to the next sprint as we were unable to complete all the stories originally present in the sprint.
Sprint 6: Final Fantasy

17. April - 1. May

In this sprint we did the following: Adapted some of the assets we acquired from the Unity Asset Store to the visual style we set out to achieve for the game, continued working on the fog of war feature and power up system, designed the final map for the game and implemented the main menu among other minor things. Örn Orri return from Thailand on the 22nd of April and took a few days to recover from jet lag and the time difference. We were delighted with how well this sprint went as we were able to complete all the stories before the end of the sprint.
For this sprint we set out to polish the game to make it feel like a complete game experience. The features that we have already implemented are a healing mechanic, speedboost powerup, minimap camera location indicator, and numerous visual effect for juiciness. In order to accommodate vigorous testing and other more important stories on the game we had to drop a few stories pertaining to sound.
Overall progress summary
Following is a summary of our overall progress in the project. We completed 688 story points in a total of 1259 hours, completing on average 1 story point in 1.8 hours. We passed our originally planned total of 1050 hours by 209 hours since we were extremely determined to be able to finish the project on time.
Total Time Report

<table>
<thead>
<tr>
<th>Team Member</th>
<th>Programming</th>
<th>PM*</th>
<th>UT**</th>
<th>Assets</th>
<th>Meetings</th>
<th>Total</th>
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*Project Management
**Unit Tests