

Product Backlog (Updated Frequently)

Level 1 Tasks=Blue **Level 2 Tasks=Green** **Level 3 Tasks=Red** **General=Black**
Level 4 Task=Purple **Level 5 Task=Orange** **Level 6 Task=Ryan**
Level 7 Task=Magenta **Level 8 Task=Brown** **Level 8 Task=Dark Green**
Level 10 Task=Dark Orange

***Note:** the level tasks above are for the ten levels inside the game, they are not labeled by how hard each task is to complete or their priority. The priority column is numbered based on the priority level within each level of the game and not all three levels at once, so the priority number resets in each level of the game.

TO DO	ESTIMATION	PRIORITY	Done
Title Screen and Story Screen	60 mins	Until level 1	√
Restart Screen	20 mins	Until level 1	√
Main Character Sprite (2) and Costume	60 mins	Until level 1	√
Script if touch green=floor/wall	15 mins	Until level 1	√
Script if touch red=restart	15 mins	Until level 1	√
Script if touch blue=bounce	15 mins	Until level 1	√
Script if touch fruit/vegetable=next level	15 mins	During levels	√
Script if touch junk food=restart	15 mins	During levels	√
Level Variable and Death Variable	15 mins	During levels	√
Name and Score Variable	15 mins	During levels	√
Background and Restart Music	30 mins	During levels	√
Level 1			
Add backdrop for level 1	5 mins	1	√
Add banana sprite image	5 mins	2	√
Set up layers in the backdrop	20 mins	3	√
Level 2			
Add backdrop for level 2	5 mins	1	√
Add apple sprite image	5 mins	2	√

Documentations

Set up layers in the backdrop	20 mins	3	√
Level 3			
Add backdrop for level 3	5 mins	1	√
Add water sprite image	5 mins	2	√
Set up layers in the backdrop	20 mins	3	√
Level 4			
Add backdrop for level 4	5 mins	1	√
Add strawberry sprite image	5 mins	2	√
Set up layers in the background	20 mins	3	√
Level 5			
Add backdrop for level 5	5 mins	1	√
Add falling (forever) burger sprite and orange sprite image	5 mins	2	√
Set up layers in the background	20 mins	3	√
Level 6			
Add backdrop for level 6	5 mins	1	√
Add fries and grapes sprite image	5 mins	2	√
Set up layers in the background		3	√
Level 7			
Add backdrop for level 7	5 mins	1	√
Add pear sprite image	5 mins	2	√
Set up layers in the backdrop	20 mins	4	√
Add a blue platform to make player bouncy	10 mins	3	
Level 8			
Add backdrop for level 8	5 mins	1	√
Add falling (forever) chicken and carrot sprite image	5 mins	2	√

Set up layers in the backdrop	20 mins	3	√
Level 9			
Add backdrop for level 9	5 mins	1	√
Add falling (forever) pizza and lettuce sprite image	5 mins	2	√
Set up Layers in the backdrop	20 mins	3	√
Level 10			
Add backdrop for level 10	5 mins	1	√
Add falling (forever) chocolate and cabbage sprite image	5 mins	2	√
Set up layer in the backdrop	20 mins	3	√

Practice Opportunity 11.

“Describe the incremental and iterative development process you used, focusing on two distinct points in that process. Describe the difficulties and/or opportunities you encountered and how they were resolved or incorporated.” (Adapted from Create Performance Task Part 2b.)

(general answer for the entire group)

(insert difficulties encountered)

September 3, 2018 (9:35a.m-10:55a.m)(In class)

1. Brainstorming

Fat guy is tired of being fat and goes on an adventure to lose weight

Talk about what game mechanics to include

-platformer and dodge type of game

-falling junk food

-dodge certain objects

-highscore list

Plan A

-create a title page

-add different levels, each one having different settings (make it get progressively harder by increasing speed and amount, use different junk food/vegetable/fruit)

-add score keeper

Our Plan B

-same ideas as plan A but add a storyline to it

2. Searching for junk food/vegetable/fruit pictures

-cropped out white areas

3. Started Sprite

-uploaded junk food/vegetable/fruit sprite and edited (banana, apple, water, strawberry, burger, orange, fries, grapes, pear, carrot, chicken, pizza, lettuce, chocolate, and cabbage)

September 4, 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

4. Create title screen, story screen, and end game screen

-create scratch and piskel account
-upload title screen and end game screen
-upload story screen backdrop
-edit title screen backdrop

September 5, 2018 (9:15am-10:50a.m)(In class)(Individual Edits)

5. Create restart screen

-upload restart screen backdrop
-edit restart screen backdrop
-add script to broadcast "You died! Press R to Restart"
-uploaded restart music

September 6, 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

6. Create Fat and Skinny Main Character sprite and costume

-brainstorm and sketch fat and skinny main character sprite
-create fat and skinny main character sprite in piskel
-uploaded fat and skinny main character sprite
-edit fat and skinny main character sprite

September 7 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

7. Program fat main character

-script if touch green=floor/wall
-script if touch red=restart
-script if touch blue=bounce
-script if touch junk food=restart
-script if touch fruit/vegetable=next level and increase score
-add high score system (show in end game screen)

September 10 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

8. Search for background music

- search youtube for background music and next level music
- download and convert youtube link to mp3 to wav
- uploaded background and next level music
- edit background and next level music
- when level or backdrop switches then play next level sound

September 11 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

9. Create level 1

- paint backdrop for level 1
- set up layers in the backdrop
- script if touch banana sprite then switch to next backdrop or level
- script only show banana sprite in level 1

September 13, 2018 (9:15am-10:50a.m)(In class)(Individual Edits)

10. Create level 2

- paint backdrop for level 2
- set up layers in the backdrop
- script if touch apple sprite then switch to next backdrop or level
- script only show apple sprite in level 2

September 14 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

11. Create level 3

- paint backdrop for level 3
- set up layers in the backdrop
- script if touch water sprite then switch to next backdrop or level
- script only show water sprite in level 3

September 17 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

12. Create level 4

- paint backdrop for level 4
- set up layers in the backdrop
- script if touch strawberry sprite then switch to next backdrop or level
- script only show strawberry sprite in level 4

September 18 2018 (9:35am-10:55a.m)(In class)(Individual Edits)

13. Create level 5

- paint backdrop for level 5
- set up layers in the backdrop
- script if touch orange then switch to next backdrop or level
- script only show burger and orange sprite in level 5

September 19 2018 (9:15am-10:50a.m)(In class)(Individual Edits)

14. Create level 6

- paint backdrop for level 6
- set up layers in the backdrop
- script if touch grapes then switch to next backdrop or level
- script only show fries and grapes sprite in level 6

September 20 2018 (9:30am-10:55a.m)(In class)(Individual Edits)

15. Create level 7

- paint backdrop for level 7
- set up layers in the backdrop
- script if touch pear then switch to next backdrop or level
- script only show pear sprite in level 7

September 21 2018 (9:30am-10:55a.m)(In class)(Individual Edits)

16. Create level 8

- paint backdrop for level 8
- set up layers in the backdrop
- script if touch carrot then switch to next backdrop or level
- script only show chicken and carrot sprite in level 8

September 22 2018 (1:00pm-1:00am)(Outside class)(Individual Edits)

17. Create level 9

- paint backdrop for level 9
- set up layers in the backdrop
- script if touch lettuce then switch to next backdrop or level
- script only show pizza and lettuce sprite in level 9

September 23 2018 (1:00pm-1:00am)(Outside class)(Individual Edits)

18. Create level, comments, and final touches

- paint backdrop for level 10
- set up layers in the backdrop
- script if touch cabbage then switch to end game screen or backdrop
- script only show chocolate and cabbage sprite in level 10
- add comments to important scripts/codes/commands
- test out for bugs and glitches

Game Instructions:

1. click green flag to return to main menu
2. ASD for basic movements
3. W is jump
4. Collect Fruit or Vegetable (healthy foods)
5. Avoid Falling Junk food
6. If you fail to complete a level, press R to start over again.

Sources:

Original Menu and end screen background by Verkk:

https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwio9MjMyNPdAhWhjFQKHRQ2BHEQjRx6BAgBEAU&url=http%3A%2F%2Ftrendtwitter.com%2F_Verrk%2F&psig=AOvVaw08D5BAOUlsFY5ZAHVlxvh2&ust=1537875974900130

Background music by Christina Angus and Admiralbulldog maker:

<https://soundcloud.com/cdominic3/admiral-bulldog-stream-intro>

Original Main Character Sprite by TimGaukerToons:

<https://www.deviantart.com/timgaukertoons/art/Red-Zepplynn-751677112>

Healthy Fruits and Vegetables Sprites (strawberry, grapes, pear, carrot, lettuce, cabbage)
(cropped out of full picture to make one)

<https://www.flaticon.com/packs/fruits-vegetables-6>

Junk Food Sprites (cropped out of full picture and duplicated)

<https://www.flaticon.com/packs/fast-food-24>

