# Release Overview

## Smith & Dozer

## Alpha Definition

Alpha is everything. All game features, art assets and levels are implemented, though they might not be fully refined. Many of the urgent bugs have been fixed and the game should be fully playable, start to finish. Minor bugs and cosmetic issues will still be present and will be fixed in beta.

## Epics/Conditions of Satisfaction

1. As a player, I want a character to control.
   1. Input system has responsive buttons that clearly show their function
   2. Character art should be polished and have no animation glitches
2. As a player, I want levels to complete
   1. There should be five levels
   2. Level 1 should be a tutorial level
   3. Levels should get progressively harder
   4. Levels should have a checkpoint in the middle
3. As a player, I want enemies to fight.
   1. Enemies have final animations and sounds
   2. Enemies should have spikes to convey that the player cannot jump on them
   3. Enemies should not get stuck when patrolling
4. As a player, I want feedback with every interaction
   1. Player damage should be obvious
   2. All enemies should have gibs
   3. All sounds should be in
   4. Collectibles should have a satisfying sound and visual effect when grabbed

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/24/17-11/6/17 | 27 | 108 |

## Sprint Burn-Down Table

|  |  |  |
| --- | --- | --- |
| Date | Total # Team Hours on Sprint Board  (Effort at start of day) | Total # Team Hours Remaining on Sprint Board  (Effort Remaining at end of day) |
| 10/24/17 | 108 | 97.00 |
| 10/25/17 | 97.00 | 84.00 |
| 10/26/17 | 84.00 | 69.50 |
| 10/27/17 | 69.50 | 59.00 |
| 10/30/17 | 59.00 | 45.25 |
| 10/31/17 | 45.25 | 32.75 |
| 11/01/17 | 32.75 | 21.00 |
| 11/02/17 | 21.00 | 9.75 |
| 11/03/17 | 9.75 | 6.25 |

## 

## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Ryan | 1.75 | Make Start Menu |
| Ryan | 3 | Design Menus |
| Ryan | 1 | Polish Background Assets |
| Ryan | .5 | Create Particles for Shooting |
| Ryan | 1 | Polish Enemy Animations |
| Ryan | 2 | Polish Foreground Environment Assets |
| Ryan | 1 | Create App Icon |
| Ryan | 1 | Integrate Art Assets |
| Ryan | 1 | Create Load Screen |
| Ryan | 1 | Create Ceiling Spikes |
| Ryan | 2 | Create Final Collectable Animation |
| Ryan | 1.5 | Polish Dozer Animations |
| Ryan | 1.5 | Polish Smith Animations |
| Ryan | 1 | Make Score Particle |
| Ryan | 1 | Polish Collectables |
| Ryan | 2 | Polish Win Collectable |
| Ryan | 2 | Integrate Art Assets |
| Mitchel | 0.25 | Add killbox |
| Mitchel | 2 | Persistent stats and settings |
| Mitchel | 0.5 | Level select |
| Mitchel | 0.75 | Start menu script |
| Mitchel | 1.5 | Profiling performance issues |
| Mitchel | 0.5 | Set packing tags |
| Mitchel | 0.75 | Make health bar |
| Mitchel | 0.25 | Health pickups |
| Mitchel | 0.25 | Collectible particle effects |
| Mitchel | 1 | Checkpoints |
| Mitchel | 0.5 | Fixed armored dino not moving after being hit |
| Mitchel | 1 | Explosions on bullet hit |
| Mitchel | 0.5 | Screen shake |
| Mitchel | 0.5 | Player flashes when hit |
| Mitchel | 0.25 | Add explosion sound |
| Mitchel | 0.5 | Destructible wall breaks into parts |
| Mitchel | 0.25 | Enemy gibs don’t react to player |
| Mitchel | 0.25 | Clicking level screenshot starts level |
| Mitchel | 0.25 | Finish credits |
| Mitchel | 0.5 | Change enemy gibs from particle system to game object |
| Mitchel | 0.5 | Floating score text when earning points |
| Mitchel | 0.25 | Player land cloud effect |
| Mitchel | 0.25 | Enemy death sounds |
| Mitchel | 0.25 | Buildings that player doesn’t hit when jumping from below |
| Mitchel | 0.5 | Display achievements for collecting and killing everything |
| Mitchel | 1 | Level select displays medals and high score |
| Mitchel | 0.25 | Spikes damage player |
| Mitchel | 0.25 | Dozer shockwave |
| Mitchel | 0.25 | Fix spawn points |
| Mitchel | 0.75 | Final collectible sequence |
| Mitchel | 0.5 | Dozer health bar expands |
| Mitchel | 2 | Shader for adjusting tint more accurately |
| Mitchel | 1 | Finalize enemy animation controllers and scripts |
| Mitchel | 0.25 | Sound effect for breaking wall |
| Mitchel | 0.25 | Smith bullets die off screen |
| Mitchel | 0.25 | Player stops moving after final collectible |
| Mitchel | 0.25 | Move score HUD element |
| Mitchel | 1 | Level complete screen |
| Mitchel | 2 | Bug fixing |
| Team | 2 | Scrum meetings |
| Team | 6 | Stakeholder meetings |
| Team | 0.5 | Update asset database |
| Team | 0.25 | Update Pipeline |
| William | 2.5 | Sketch level 3 |
| William | 3.0 | Make the bare bones of level 3 |
| William | 3.0 | First pass level 3 |
| William | 3.0 | First pass level 3 |
| William | 1.5 | Scale down level 3 |
| William | 3.0 | Include visuals in level 3 |
| William | 2.0 | Finish foreground art level 3 |
| William | 2.5 | Complete sketch level 5 |
| William | 2.5 | Make the bare bones of level 5 |
| William | 2.5 | First pass level 5 |
| Yiwen | 2.0 | Plan for Level 1 |
| Yiwen | 1.0 | Art Implement 1 |
| Yiwen | 3.0 | Art implement 4 |
| Yiwen | 2.0 | Design Level 2 |
| Yiwen | 2.0 | Art Implement 2 |
| Yiwen | 1.0 | Integration Test |
| Yiwen | 3.0 | Refine Level 1, 2, 4 |
| Yiwen | 2.0 | Refine existing levels |
| Yiwen | 1.0 | Art Implement 3 |
| Yiwen | 2.0 | Sound and Music |
| Yiwen | 0.5 | Balance Level |
| Yiwen | 0.5 | Level optimization |
| Yiwen | 1.0 | Feedback Implement |
| Yiwen | 1.5 | Playtest time |
| Yiwen | 2.0 | Include all the art in Level 5 |
| Yiwen | 1.0 | Integration test 2 |

# 

# Variances

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sprint | Est Hours | Act Hours | Variance | % Variance |
| Proof of Concept Gameplay – Sprint 1 | 36 | 31.7 | 4.3 | 12% |
| Vertical Slice – Sprint 2 | 48 | 45.5 | 2.5 | 5.2% |
| Alpha – Sprint 3 | 108 | 108 | 0 | 0% |
| Open Beta – Sprint 4 |  |  |  |  |
| Launch – Sprint 5 |  |  |  |  |
| Averages |  |  |  |  |

|  |  |
| --- | --- |
| Sprint | Reason for Variance |
| Proof of Concept Gameplay – Sprint 1 | Overestimated time for many tasks, spent time discussing that wasn’t captured in a task, did not complete all tasks. |
| Vertical Slice – Sprint 2 | Added new tasks in the middle of the sprint, did not capture all time working in tasks |
| Alpha – Sprint 3 | We spent as much time as we estimated |
| Open Beta – Sprint 4 |  |
| Launch – Sprint 5 |  |

# 

# Release Quality Statistics

|  |  |  |
| --- | --- | --- |
| Sprint | # Playtest Hours | # Defects Found/Fixed |
| Proof of Concept Gameplay – Sprint 1 | 2 | 10/0 |
| Vertical Slice – Sprint 2 | 6 | 11/0 |
| Alpha – Sprint 3 | 10 | 20/15 |
| Open Beta – Sprint 4 |  |  |
| Launch – Sprint 5 |  |  |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | Kept to our estimated working time |
| 4 | Worked well together without any interpersonal issues |
| 4 | Kept to our planned schedule and didn’t need to work extra time |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | Dedicate more time for testing |
| 4 | Keeping track of tasks added to the scrum board |
| 4 | Prioritize potentially show-stopping bugs |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | Explicitly plan for playtesting |
| 4 | Write down when new tasks are added and take pictures of scrum boards daily |
| 4 | Spend more time discussing about priorities |