# Release Overview

## Toypocalypse

## Proof of Concept Gameplay Definition

We explore the game we are developing to identify and refine the elements that are fun. We also identify any major issues early in development and make design changes to fix them.

## Epics/Conditions of Satisfaction

1. As a player, I want a character to control.
   1. The player needs an input system
   2. The character needs rough sprites and animation
   3. The character can perform all planned actions
2. As a player, I want levels to complete
   1. Levels should be populated with enemies
   2. Levels should have a goal collectible
   3. Some levels should have rough art assets
3. As a player, I want enemies to fight.
   1. Enemies should have simple AI routines
   2. Enemies should have rough animations
   3. Enemies should explode when killed
   4. Enemies deal damage to players

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/6/17-10/13/17 | 9 | 36 |

## 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) |
| 10/11/17 | 36 | 26.3 |
| 10/12/17 | 26.3 | 15.8 |
| 10/13/17 | 15.8 | 3.75 |

## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| William | 2.5 | Implemented alternative virtual controller prototype |
| William | 2.0 | Completed the basic structure of a 2nd level |
| William | 2.0 | Define game metrics |
| William | 0.25 | Level debugging |
| William | 0.25 | Scrum meetings |
| William | 0.25 | Updated GDD |
| William | 1.75 | Integration |
| Ryan | .25 | Completed Particles for small Dinosaur |
| Ryan | .25 | Completed Particles for Large Dinosaur |
| Ryan | .5 | Created Pickup Pickup for Levels |
| Ryan | .5 | Created Animation for Feedback |
| Ryan | .5 | Created Ranged Character Animation |
| Ryan | 1 | Created Dozer Attack Animation |
| Ryan | 2 | Created Smith Run Animation |
| Ryan | 1 | Integration |
| Ryan | .25 | Scrum Meeting |
| Ryan | .25 | Update GDD |
| Mitchel | 0.25 | Update GDD |
| Mitchel | 1 | Integration testing |
| Mitchel | 0.25 | Daily scrum |
| Mitchel | 0.5 | Level controller tracks number of enemies and collectibles remaining in level |
| Mitchel | 1 | Create new virtual controller prototype |
| Mitchel | 0.25 | Create destroyable barrier prefab |
| Mitchel | 0.75 | Camera lerps to follow player |
| Mitchel | 0.75 | Enemies knocked back when hit |
| Mitchel | 0.5 | Enemies explode when killed |
| Mitchel | 0.25 | Animated collectibles |
| Mitchel | 0.75 | Enemy animation controllers |
| Mitchel | 0.25 | Enemy flash when hit |
| Mitchel | 0.75 | Scene changes have fade effects |
| Yiwen | 2.5 | Define game metrics |
| Yiwen | 0.8 | Refine current level |
| Yiwen | 1.0 | Particles of body parts |
| Yiwen | 0.4 | Get animation in Unity ready |
| Yiwen | 0.5 | Implement art assets in level |
| Yiwen | 2.0 | Sound effects and level refinement |
| Yiwen | 1.0 | Integration |
| Yiwen | 0.25 | Update GDD |
| Yiwen | 0.5 | Scrum meeting |

# Variances

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

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | Stayed on task and on schedule with the sprint planning |
| 4 | No major issues with perforce |
| 4 | Team members get along and do not argue when discussing issues |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | Did not give enough time for integration testing |
| 4 | We did not contact our stakeholder as often as we needed |
| 4 | Keep track of what tasks were done per day for sprint review |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | Have all tasks done before the final day of the sprint which will be used just for integration. |
| 4 | Be more proactive in contacting our stakeholder when we have questions |
| 4 | Writing down the time at which each task was completed in the lower left area of their respective task (sticky note) |