# Release Overview

## Smith & Dozer

## Vertical Slice Definition

We have a single nearly final level with most game mechanics and art assets implemented. This level showcases the majority of the game features that will be explored in the rest of the levels to be developed.

## Epics/Conditions of Satisfaction

1. As a player, I want a character to control.
   1. Input system should be refined and responsive
   2. The characters should have final sprites and animations
2. As a player, I want levels to complete
   1. One level should be final
   2. Level art should be final
   3. Score should be displayed to the player
3. As a player, I want enemies to fight.
   1. More variety of enemy behavior
   2. Final enemy animations
   3. Heavy melee enemy included
4. As a player, I want feedback with every interaction
   1. Audio for jump, attack, hits, collectibles
   2. Particle effects
   3. Screen shake
   4. HUD shows score and health

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/16/17-10/23/17 | 12 | 48 |

## 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) |
| 10/17/17 | 48 | 36.25 |
| 10/18/17 | 36.25 | 25.75 |
| 10/19/17 | 25.75 | 15.75 |
| 10/20/17 | 15.75 | 4.25 |

## 

## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Ryan | 1.25 | Completed Background Assets |
| Ryan | .75 | Create Foliage for Environment |
| Ryan | .25 | Polish Small Dino Animation |
| Ryan | 2 | Polish Environment Assets |
| Ryan | .5 | Polish Large Dino Animation |
| Ryan | 2 | Design Hud Elements |
| Ryan | 1 | Polish Dozer Run Animation |
| Ryan | 2 | Integrate Art Assets |
| Mitchel | 0.75 | Audio scripts for player actions |
| Mitchel | 0.25 | Audio scripts for enemies |
| Mitchel | 0.5 | Set up level prefabs with wall + floor colliders |
| Mitchel | 0.25 | Make UI react on press |
| Mitchel | 1 | Refine player movement physics |
| Mitchel | 0.25 | Create template scene |
| Mitchel | 0.5 | Adjust camera following behavior |
| Mitchel | 0.25 | Background music script |
| Mitchel | 2 | Implement and test movement buttons |
| Mitchel | 1 | Finalize player animation controller |
| Mitchel | 0.5 | Added swap animation |
| Mitchel | 1.5 | Player death animation and game logic |
| Mitchel | 0.25 | Score HUD element |
| Mitchel | 0.25 | Enemies give points when killed |
| Mitchel | 2 | Testing and bug fixing |
| Team | 1 | Scrum meetings |
| Team | 1.25 | Stakeholder meetings |
| Team | 1 | Update GDD |
| William | 2.25 | Find/make player sound effects |
| William | 2.5 | Find/make objects/environment sounds |
| Wlliam | 2.0 | Find/make enemy sound effects |
| William | 0.25 | Create more enemy shooting patterns |
| William | 2.0 | Integration and testing |
| Yiwen | 1.5 | Extend current level |
| Yiwen | 1.5 | Refine current level Part1 |
| Yiwen | 2.5 | Refine current level Part2 |
| Yiwen | 0.5 | Define order of layers |
| Yiwen | 2.0 | Implement Art |
| Yiwen | 1.0 | Refine art in level |
| Yiwen | 1.5 | Balance challenge in level |
| Yiwen | 0.5 | Define score metric |
| Yiwen | 1.25 | Integration Test |

# 

# 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 |  |  |  |  |
| 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 |  |
| 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 |  |  |
| Open Beta – Sprint 4 |  |  |
| Launch – Sprint 5 |  |  |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | No issues with Perforce |
| 4 | Scrum meetings |
| 4 | Team dynamics |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | Amount of playtesting |
| 4 | Not checking out a full day of work per person during scrum |
| 4 | Not enough documentation |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | Tuesday and Thursday have a 15-30 minute playtesting session before working |
| 4 | Make sure tasks add to three hours each during scrum |
| 4 | Update GDD as we develop and make decisions |