# Release Overview

## Smith & Dozer

## Launch Definition

Launch (Release to Manufacture, RTM for games with COGS)

· Finished and ready to submit

· Master created and certified

· Project Archived

· All non-game assets (marketing materials, documentation, etc.) final

## Epics/Conditions of Satisfaction

1. As developers, we want to complete the game
   1. Have all marketing materials finalized
   2. Create final build of the game
   3. Archive the project

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 11/21/17-11/27/17 | 4 | 16 |

## 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) |
| 11/21/17 | 16 | 0 |

## 

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## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Mitchel | 2 | Finalize GDD |
| Mitchel | 1.75 | Create final build and submit |
| Team | 0.25 | Scrum meeting |
| Ryan | 2.75 | Finalize Marketing Material |
| Ryan | 1 | Update GDD |
| William | 2.0 | Production housekeeping |
| William | 1.5 | Finalize Game Design Document |
| Yiwen | 3 | Wrap up |
| Yiwen | 2 | Refine all levels |

# 

# 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 | 84 | 86 | 2 | 2% |
| Launch – Sprint 5 | 16 | 16.25 | 2 | 1.6% |
| Averages | **58.4** | **57.49** | **0.56** | **2.72%** |

|  |  |
| --- | --- |
| 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 | We likely misestimated our actuals and our original estimates for some tasks. |
| Launch – Sprint 5 | We stayed little longer on Tuesday than we anticipated to finish the GDD. |

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# 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 | 27.25 | 35/30 |
| Launch – Sprint 5 | 0 | 0/0 |

# 

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | We all agreed to stay as late as needed to finish before Thanksgiving break |
| 4 | We split up the work for the GDD to finish it more quickly |
| 4 | Due to all our work in previous sprints, we didn’t have much to do last minute for this sprint. Everything was ready to submit except the GDD. |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | We were a little careless in estimating times for tasks since there was only one day we worked |
| 4 | We didn’t update the GDD as much as we should have throughout the project, so we had to spend hours working on it on the last day. |
| 4 | We didn’t ask our stakeholder for feedback on the GDD. |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | We will try to take as much care in estimating time no matter what the sprint is in the next TGP |
| 4 | We will update the GDD and other pertinent documentation as we develop |
| 4 | We will be more proactive in asking for feedback on all aspects of development in the next TGP |