# Release Overview

## Smith & Dozer

## Beta Definition

All of the content was in the game at the start of the sprint. This milestone focuses on polishing and refinement based on feedback from playtesters. Only small changes to the game are made, primarily to fix bugs and improve conveyances. We also began working on marketing materials

## Epics/Conditions of Satisfaction

1. As developers, we want to playtest the game to find bugs.
   1. Playtest on SMU main campus
   2. Have a bug database
   3. Fix all bugs in the bug database

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 11/6/17-11/20/17 | 21 | 84 |

## 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) |
| 11/7/17 | 84 | 78 |
| 11/8/17 | 78 | 67 |
| 11/9/17 | 67 | 59.75 |
| 11/10/17 | 59.75 | 53 |
| 11/13/17 | 53 | 41 |
| 11/14/17 | 41 | 35 |
| 11/15/17 | 35 | 23 |
| 11/16/17 | 23 | 13 |
| 11/17/17 | 13 | 4 |

## 

## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Mitchel | 0.5 | Identify and fix loading time being too long |
| Mitchel | 0.25 | Fix enemy behavior not turning |
| Mitchel | 0.5 | Add fader to menus |
| Mitchel | 0.25 | Limit player vertical velocity |
| Mitchel | 0.25 | Remove sliding on surfaces |
| Mitchel | 1 | Create bug database |
| Mitchel | 0.25 | Add screen flash when player is hit |
| Mitchel | 1 | Make another background song |
| Mitchel | 0.5 | Make enemies only shoot within range |
| Mitchel | 0.75 | Make playtest questionnaire |
| Mitchel | 1.25 | Playtest |
| Mitchel | 3 | SMU Main Campus playtest |
| Mitchel | 3 | Beta report |
| Mitchel | 3 | Fix bugs |
| Mitchel | 1 | Playtest |
| Mitchel | 0.5 | Update GDD |
| Ryan | 3 | Create Marketing Material |
| Ryan | 3 | Work On Beta Report |
| Ryan | 1 | Make Tutorial Signs |
| Ryan | 3.5 | Create Marketing Trailer |
| Ryan | 3 | SMU Playtest |
| Ryan | 1 | Playtest |
| Ryan | .5 | Create Questionnaire |
| Ryan | 1 | Playtest |
| Ryan | 1 | Playtest |
| Ryan | 1 | Playtest |
| Ryan | 2 | Polish Art Assets |
| Ryan | 1.5 | Fix Conveyance Issues |
| Yiwen | 3.0 | SMU playtest |
| Yiwen | 2.0 | Make levels more fun |
| Yiwen | 3.0 | Work on report |
| Yiwen | 1.5 | Refine levels in terms of art |
| Yiwen | 1.0 | Play test to find bugs |
| Yiwen | 2.0 | Refine all levels |
| Yiwen | 1.0 | Update GDD |
| Yiwen | 0.5 | Questionnaire for testing |
| Yiwen | 2.0 | Test and Refine levels |
| Yiwen | 2.0 | Bug fixing |
| Yiwen | 2.5 | Update GDD |
| Team | 2 | Scrum meetings |
| Team | 2 | Stakeholder meetings |
| William | 1.0 | Final Playtest |
| William | 1.5 | Update GDD |
| William | 1.0 | Make sure everything works on level 5 |
| William | 1.0 | Make sure everything works on level 3 |
| William | 3.0 | SMU main campus playtest |
| William | 2.0 | Bug fixing |
| William | 2.0 | Interpret data from playtest |
| William | 3.0 | Finish artwork level 5 |
| William | 0.5 | Work on playtest questionnaire |
| William | 1.5 | Make sure enemies don’t shoot from off screen |
| William | 1.0 | Playtest and fix bugs |
| William | 3.0 | Finish background art level 3 |
| William | 0.5 | Refine and playtest level 5 |

# 

# 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 |  |  |  |  |
| 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 | We likely misestimated our actuals and our original estimates for some tasks. |
| 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 | 27.25 | 35/30 |
| Launch – Sprint 5 |  |  |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | We playtested a lot |
| 4 | We met all of our goals for this milestone |
| 4 | We all got along very well and never argued or had major disagreements |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | We did not update documentation as we developed |
| 3 | We were not proactive in asking stakeholders for opinions |
| 4 | We did not review our submissions as much as we should have, leading to some errors in documents |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | We will be more proactive in documenting in the future |
| 4 | We will approach stakeholders sooner when we have questions and need feedback |
| 4 | We will spend extra time reviewing documents before submitting |