
Alpha Milestone

Build Submissions

EXE build

- If the build is not already pushed to the server it must be now
 - Should have an exe build in the “Milestone builds” folder
- We aren’t working on user stories now
- We aren’t integrating the builds now
 - Use what we have in the master branch right now

Sprint Self Review

Previous sprint review

- Finalize Trello board
 - All user stories in final categories
 - Hours spent on all tasks entered
- Discuss work problems if there were any
 - If a user story estimate was off why was it off?
- Staff will copy incomplete work from sprint to product backlog
 - Treated as unassigned userstories here forward

<Activity> Playtesting

30 minutes to play each others games

- Watch for what people find fun
- Watch for what people find frustrating
- Is the experience what you wanted it to be?

Juice It

Juice it or lose it– a talk by Martin Jonasson & Petri Purho

<https://youtu.be/Fy0aCDmgnxg>



Juice It



Sprint Planning

To Dos

Sprint planning

- Understand an overall sprint goal
- Select stories from the product backlog to achieve that goal
- Move the selected userstories to this sprint board
- Reviewed and edit test cases and task lists where needed based on the shifting vision of the game
- Evaluate the difficulty/hours/complexity of the stories selected through planning poker
- Distributing the workload among the team by assigning owners for all of the stories
- Sprint plan must be reviewed and accepted by the CD before the end of lab

Sprint 4: Beta

Sprint Goals

- All assets are in their final, non placeholder form
 - (sprites, particles, animations, sounds, music...)
- Final game progress
 - (all levels, challenges, modes...)
- All target platforms functioning
 - (PC, web player, tablet)
- Various finalizing
 - Final Credits
 - Installer created

Sprint review day 6 of PP3

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Hourly commitment

- 4 dedicated work days
- ~32 hours a person