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# Alpha Milestone

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# Build Submissions

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## 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

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## 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

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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

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

<https://youtu.be/Fy0aCDmgnxg>



# Juice It

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# Sprint Planning

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## 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

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## 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



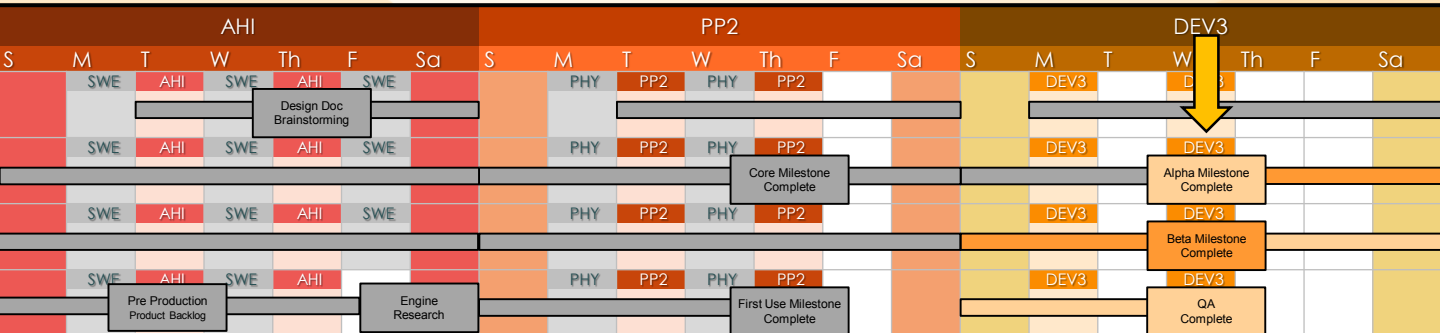
# Sprint 4: Beta

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Hourly commitment

- 4 dedicated work days
- ~28 hours a person

Sprint review day 6 of PP3



# Sprint 4: Beta

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