8th Team Meeting Protocol | Sprint Retrospective | 14.04.2020

1. Mentoring Review

Not very **useful**, enough to **send one** or two **people** next time

Professors seemed to **like** our **concept**

New **media studies professor** had to **leave**

      Answer her **question** on **Spaces**

2. Sprint Post-Mortem

Dru

      Good timing, felt **informed about design** decisions

      Need to **balance free time** and **work** time in home office

Robert

      Team is **not stressing** about work that has to be done immediately

Moony

      Happy to finally **work** on **level design**

Alex

      Spend a **lot of time** in **meetings**, sometimes still felt **exhausting**

      Daily scrums are **not read** as much anymore

      Lot of **personal stress** right now that will **take time** and **energy** to deal with

Lars

      DevOps adjustments feel very useful

      Remember to **ask other students** for help

      Avoid meetings where **one person** is **left off**

No major problems to tackle right now

Points from **last week improved** somewhat

      The team members that need an **entire day off** took one

      Some **meetings still** felt **exhausting** (1st retrospective meeting) though

Discussed **time management** during the sprint

      GitIgnore issue blew out of proportion

      Level design and **feedback** on it came pretty **late**

      There is just **no time for sound design** right now, everyone has too much to do already

3. Build Showcase & Feedback

Build worked without unintended bugs

Level is **too linear** right now, does not feel like a temple

> Change the **way** the **areas are connected**

> Keep in mind that we need to **avoid backtracking** at all costs

Broken bridge was most **interesting** part so far

Too many DevNotes right now, can feel discouraging

> Should be a **QA question whether people** even **want to read** those

> Too many notes **distract from** the **gameplay** and **environment**

Level does **not** look **pleasing** right now

> **Remove** all these different **colors**

> Play around with **skybox** and **lighting**

> Consider putting **measurement textures** on the objects

Remove collision for **art** assets and **DevNotes**

Right now it's **hard** to see a **connection** between **art** assets and the **places**

Crosshair moves very **slowly**

Gravity and jumping does **not** feel **right** yet

4. Art Updates

Explained **intentions** regarding new **bow concepts**

> **Edgy shape** represents the **intruder** story

> **Color** will resemble **patience**

> **Glowing light** could give the feeling of belonging to a **god**

Need to design a **hand/glove** for the **protagonist**

> **Robert** will take care of it

Alex showed **environment models** in Maya

> **Preferred bridge version with** some **motion** to it, don't make it too repetitive

> **Consider** what the **entrance shape** could be interpreted as

5. Scope Discussion

Reviewed in what capacity we completed the **sprint goals** we defined last retrospective

> **Design worked** pretty much fine **except** for the **DevNotes**

>> Workflow will speed up over time

Programming tasks were **completed**, refining the **fps controller** will be an **ongoing task**

Art concepts will carry over to the **next sprint**, **environment concepts** are **finished**

2 weeks for **polish** will definitely be **needed**

Avoid to **work on stages after** the corresponding **sprint** too much

Keep in mind that **changes** between stages should be **significant**

Do not polish the **early stages** too much

Outline list of **required art assets** for the whole project and **define critical milestones** to get a better overview of the scope

Lot of tasks went into the **backlog** already

Keep the **scope** for now and get back to work, **re-evaluate** it **after** the **second production sprint**

6. What's Next?

Defined requirements for the **next sprint**

Alex and Lars **converted** them into **tasks** and **set up** the new **HacknPlan board**

Reviewed backlog and **moved** some **items to** the current **board**

Sound design will **not happen** this sprint

Visual concepts for the **DevNotes** will be **postponed**

Material tests might happen, depends on our workload

Agreed that this **retrospective** meeting **felt exhausting**

Next meeting: **Sunday**, **April 19**, **19:00**

Dru might be **busy**, will **keep** us **updated** on Sunday