

12th Team Meeting Protocol | Sprint Retrospective | 29.04.2020

1. Intermediate Presentation

Feedback was **neither** really **negative**, **nor positive**

They wanted us to **focus more** on the **game feel** of the shooter

Animations, visual **effects**, arrow **trails**

Felt like they **did not** exactly **grasp** the **concept**

Maybe because the **video suggested** a **focus** on **gameplay** instead of narrative

Was **frustrating** to see the **presentation** in **low quality** (resolution and ads)

2. Sprint Post-Mortems

Reminded Moony to start **writing** daily **scrums** again

Lars

- (+) **Discussing QA answers** as a team helps a lot
- (+) Made good decisions to **reduce scope**
- (+) **Design-programming communication** improved
- (+) Delivered **intermediate presentation** of high quality
- (-) **QA questions** are **not** coming from **all team members**
- (-) **Changes** to **features** sometimes **broke stages**

Robert

- (+) Always **clear what everyone** is **up to**
- (+) **Finished** all **tasks** on HacknPlan and **even did** a bit **more**
- (-) **Misunderstanding** about when the **QA answers** arrived
- (-) **Need** some **days off** now to resume with a fresh mind

Dru

- (+) **Extra week** for stage 2 **helped** bring things together
- (+) **Feature specification document** was understandable and **usable**
- (+) **Optimistic about** the future of the **project**
- (-) **Ambiguity** about **aiming** and **shooting variables**
- (-) All **tasks had to be completed before** the **end** of the **sprint** for the designers to get working
- (-) Felt **stressed out** and had a hard time stepping away from the project
- (-) **Unclear** when **changes** have to be **applied to** the **stages** and when just to the test scene

Moony

- (+) **Team** has been **doing great**

(-) **Did not contribute** that **much this sprint** because of personal circumstances (lost 2 entire days)

Alex

(+) **Intermediate presentation** went better than first pitch

(+) **Satisfied** with personal and collaborative **progress**

(-) **Upcoming QA** session was **not** that **present mentally** this sprint

(-) Was **too optimistic** about how much work to get done, **tasks too longer** than expected

(-) **Problems** with **motivation** lately

Agreed on most **important points** to **improve**

1. **Make dependencies** and **priorities** easily **perceivable** on HacknPlan
2. Be **aware** of upcoming **QA sessions** and **work towards** something **presentable** and testable
3. **Clarify which changes** should be applied to **which stages**

Talked about **which** important **points** from **last week improved** and **which** did **not**

1. **Problems** with **tools** have been **fixed**
2. We **did not account** for **non-project responsibilities** in the planning
3. **Design-programming communication** improved

Discussed **time management** during sprint

Environment assets, intermediate **presentation**, fps controller **deceleration**, and **filtering QA answers** took way **longer** than expected

Some **progress** was **lost** due to **issues** with **Maya**

Bringing everything **together** and **fixing minor issues** for the gameplay video **took** some **time**

3. Build Showcase

Listed some **aspects** to **improve**

Need **short cooldown** on **shooting** so player cannot rapid-fire

Arrows should **drop faster**, just clicking should not be enough to defeat enemies

Maybe clicking should not do anything at all (-> **minimum wind-up time**)

Bow should **not clip** through **walls**

Character **slides infinitely** right now, **needs** to be **fixed**

Enemy health bars should **not rotate** with them, can be put in **screen space**

Boss needs to be **replaced** by **actual enemies**

Deviation of **enemy shots** is **too high**, you can stand still at a distance and be safe

Consider adjusting the **deviation based** on **distance** from enemy to player

Consider making enemy **projectiles larger**

Need to make **bow shoot** actual **arrows**

Maybe attach a **trail effect** later so you can see where it went

4. Scope Discussion

Evaluated whether we **achieved** our **sprint goals**

We **did not** because a lot of **important tasks** were **not completed** (DevNotes, finetuning, art assets)

Decided to **dedicate one more sprint** to wrapping up **stage 2**

Listed **missing elements** of **stage 2**

Art

Placement of **environment** assets

Textured bow and **hand** model in engine

Textured arrows in engine

Textured standard enemy and **shotgun enemy** in engine

UI artwork

Enemy health bar

Player health bar

Crosshair

Visual **concept** for **DevNotes**

Programming

Shotgun enemy type behavior

Fixed **shooting** and **aiming** system

Fixed **movement** system

Bow **shooting** actual **arrows**

Fixed **deviation system** for enemy shots

Fixed **viewmodel** no longer **clipping** through wall

Functional updated **UI**

Design

Content of stage 2 **DevNotes**

Level layout adjustments (smaller rooms)

Shotgun enemy specification

Revisited **aiming** and **shooting specification**

UI specification

Finetuned movement, shooting, and enemy **behavior**

Evaluated backlog on **HacknPlan**

Removed tasks related to cut features (e.g. specifying the boss)

Decided to **ignore** demo **sounds** this sprint

Decided to implement **level streaming** in **stage 3**

Decided to **cut** the **boss fight** at the end of the level

Need to **hint at** that in stage 2 **DevNotes**

Idea to make the end of the level interesting by **reusing** and **recontextualizing** existing **enemies**

E.g. make a **wave spawner** you need to destroy

5. Quality Assurance

Alex and **Lars expressed** that it might **not make sense** based on the amount of progress we made

Moony disagreed and said we should **let** them **test** the **player movement** and **combat** in a small **test scene**

Alex will **help creating** this scene to get some feedback on environment assets

Need to **get rid of** the **sliding** issue

Will be **done by 14:00 tomorrow** so builds can be exchanged

Added some **QA questions** to the designated **Discord** channel

6. What's Next?

Requirement for **next sprint** will be **completing stage 2**

Dru will **explain** the **movement variables** to the **designers** after the meeting and fix the sliding issue

Alex and **Lars** will **set up** the **HacknPlan board** after the meeting

Set **date** and **time** for **next meeting**: **Saturday, May 2, 18:00**

Decided to **keep** this meeting **short** and **have additional discussions** in **private calls**