14th Team Meeting Protocol | Sprint Retrospective | 05.05.2020

1. Mandatory Mentoring

Wasted a lot of **time** on idea of a **narrator**

Email asking for **feedback** was sent to **Bernd**

Remember to **send project** folder to **Markus** to check **performance**

Björn suggested to **"stay radical"**

> **How polished** should **stage 2** be?

Adding **placeholders for sound** would be cool, goal of the **next sprints**

2. QA Results

Movement improved somewhat but still **needs work**

> **Jump** still **feels floaty** and **acceleration** needs to be **adjusted**
>
> > Variables were adjusted shortly after handing in the QA build

Dash feels **disorienting** and is **not useful** at the moment

> Should **not** be **instant**
>
> > **Research** how it is done in **Valorant (Jett)** for example
>
> **Maybe** it was not useful **because** of the size of the **QA level**

Uninformed player did **not understand** the **shooting behavior**, those who understood it also liked it

> Make the **DevNote** explaining it **impossible to miss**

Game is **lacking feedback** and **juice**

> **Trails** for **arrows** and **dash cooldown** visualizer are **most important** right now
>
> Animated **crosshair** and **dash cooldown** visualizer will be part of **stage 2**
>
> **Animated hand**, enemy **windup effect**, and **arrow trail effect** will be part of **stage 3**

Enemies are **not** much of a **threat** yet

> **Maybe** already **improved** because of the **reduced deviation**

Placement of **bow and hand** felt **good**

> Maybe the **model** should **not reflect light that much**

Environment made players **feel small** and **lost**

> **One person** remarked it did **not feel religious**
>
> > Might be an issue of the **small QA scene**

Presentation was **clear** and **understandable**

No unknown **bugs** were **found**

3. Sprint Post-Mortem

Alex

(+) **Noticeable progress** in all departments

(+) **Proud** of **environment** art

(+) **Agile development** works well with weekly sprints

(-) **Not much communication** right now, feels **lonely**

(-) **Daily structure** starts to get **messed up** in home office

Robert

(+) Happy that **other team liked** playing our **game**

(+) **Daily scrums** show **team** is **working hard**

(-) **Not** enough **communication**

Moony

(+) **Building** the **level** made **progress visible**

(-) **QA** for partner team **did not work** out well

(-) Was **not involved** in level **design decision** about the **room** in **side hallway**

Dru

(+) **Design communication improved** and learnings from last week were applied

(-) **End** of **scrum** felt **stressful**

(-) **Unclear** what to work on for **stage 3**

Lars

(+) **Translation** of **UI specification** into **visual concepts** worked perfectly

(+) **Formulas** and examples **improved** programming design **communication**

(-) Unclear **state** of **QA**

(-) Did **not work according** to **dependencies** and **priorities**

Most **important points** to **improve next sprint**

1. Do **not ignore** department **responsibilities**

2. Stop procrastinating on vital tasks

3. Communicate more **clearly** about **QA**

Did most important **points** from **last week improve**?

1. Dependencies were **clearer but** ultimately **did not help** structure the work

Will not continue setting dependencies and priorities on HacknPlan

2. Working towards another **QA build** worked pretty well

3. Some **changes still caused issues** in stage 1 (**DevNotes update**)

4. Build Showcase

Reviewed **environment**

> **Missing** elements: **Boss** chambers, **colliders**, **lights**, **splinter** section

Decided to **implement** new **textured meshes after** the **meeting**

Idea to make the **crosshair vertical**

> Decided to get some **QA feedback first**

Shotgun enemy will **not** be part of **stage 2**

> Will be **added** in the **last stage**

Listed tasks to complete **before** handing in the **QA build**

> Add **DevNotes content**
>
> Adjust **placement** of **enemies**, **respawn** points, and **DevNotes**
>
> **Implement UI**, **except** for **screen effects**
>
> **Add environment chambers** after bridge **and splinter** section
>
> Implement **textured standard enemy**
>
> **Rotate arrows** according **to** their **velocity**
>
> **Add** an **UI** element **visualizing** the **dash** cooldown
>
> **Finetune aiming** & **shooting**, and player **movement** (right after the meeting)
>
> Set up **occlusion map** after Alex made changes to level
>
> **Delete unused assets** in scene before building

5. What's Next?

Defined **what to add** for **stage 3**

> Screen effects, **shotgun enemy, textured environment, final look of DevNotes, placeholder sounds, bow and hand animation,** UI screen effects, **regeneration mechanic**, UI animation, water material, post-processing effects, lighting, **fix environment problems (railings, missing pieces, collision), gameplay at end of level,** reworked respawn system, stage 3 DevNotes content, polished and extended pause menu, **reworked dash**, particle effects (arrow trail, enemy wind-up, enemy hit), **optimize performance in level**, game logo, finetune variables

Decided what to **work** on during the **next sprint** (the **bold elements**)

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

Set **date** for **next meeting**: **Saturday, May 9, 16:00**