

16th Team Meeting Protocol | Sprint Retrospective | 12.05.2020

1. QA Recap

Very **good results** overall

Most of the **bugs** mentioned have been **fixed already**

Will work on **solving performance problems** for stage 3

Informed partner team we will **not** have **another build** to test **next week**

Partner team might have **another build** on **Friday, 15.05**

Team is fine with **offering playtesting** service **one more time**

Lower expectations in terms of **punctuality** this time

2. Sprint Post-Mortem

Moony

(+) Very **good** week, **no real problems**

Dru

(+) **Second half** of the sprint was **very productive**

(+) Lars **helped** with **videos/information** when a wall was hit

Robert

(+) **Finished** all the **tasks** on **HacknPlan**

(+) **Managed** creating **animations** and **importing** them

Lars

(+) Positive **feedback** on **DevNotes**

(+) Many **different tasks** (UI, sound design, specifications)

(-) **Not much progress** visible between **stage 2** and **stage 3**

(-) **Some tasks** should have been **started earlier** (textures, animations, ...)

Alex

(+) **Level feels** mostly **finished**

(+) **Polishing functionality** is in place already (e.g. post-processing)

(-) **First 2-3 days** were **not productive** (unsure and scared of new tasks)

Most **important points** to improve **next week**

None, stay awesome!

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

1. Department **responsibilities** were **not ignored** this sprint (+)

2. **Still procrastinated** on some **tasks** to a certain degree (-)

3. Everything was **clear** about **QA** this time (+)

3. Progress Showcase

Art

Key animations are done (idle, running, jumping, drawing bow, drawn idle, releasing bow, reload)

Need to **make arrow disappear** on release

Water material

Textures in-engine

New **boss chamber**

Fixed some **problems** (colliders, deleted objects for performance)

Worked on **trim sheet** for **wall textures**

Programming

Dash functionality

Reworked **DevNotes**

Worked on **shotgun enemy pathfinding** (not completely done yet)

Regeneration ability functionality

Design

Respawn in **stage 2**

DevNotes UI (automatic scaling)

Sound effects

Finding & editing

Implementation

QA results

Boss chamber **specification**

Discussed **spiral staircase** section

Staircase will be **removed** in **stage 3**

Put **walls** on the **side** and a **railing** in **front** so players cannot see fake walls

Upcoming problem with Alex's **materials**

Unity's default **render pipeline** does **not support** some of the desired **features**

Can we **update** project to **HDR** **render pipeline**?

Alex will do some **research** if it would break anything

4. What's Next?

When do we have to **hand in** the **build**?

Syllabus does not specify, will **send an email** to **Cecile**

Talked about **optimization**

Will get worse with textures added

No answer from **Markus**

Implement a basic version of **level streaming** (Lars)

Offer different **quality profiles** in **pause menu** (Dru)

Listed **tasks** to complete **until Tuesday**

Environment

Update **splinter**, **bridge**, and **staircase** section

Texture walls, floor, and some important objects (e.g. altar)

Work on **lighting**

Additional art

Fix animations if needed

Create **VFX**

Hit enemy, enemy projectile (standard & shotgun), enemy wind-up (standard & shotgun), enemy explode, **arrow trail**, arrow impact on environment (dust cloud)

Textured **viewmodel**

Fixed **enemy textures**

Game **logo**

Occlusion calling in stage 2 and stage 3

Water/horizon issue (smoke effect)

Programming

Boss fight waves and **transforming level** logic

Shotgun enemy AI pathfinding

Animations and **VFX implementation**

Updated **pause menu**

DevNotes visual update

Functionality in **stage 3**

Manage **respawn** specific for **boss room**

Sound design

Music tracks

Ambient music

Combat music

Sound **effects**

Water ambient

UI

Missing SFX and music **implementation**

Game design

Stage 3 **DevNotes**

Boss fight setup

Respawn points in stage 3

Enemies in stage 3

Finetune variables (including volume)

Final **presentation**

Will **work** on it **after mid-sprint meeting**

Include **breakdown** of **development process**

Include **post-mortem** section

Showcase **animations** and **updated art**

New gameplay **video**

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

Set **date** for **next meeting**: **Saturday, 16.05.2020, 18:00**