

10th Team Meeting Protocol | Sprint Retrospective | 21.04.2020

1. Boss Fight Pitches

Recapped boss fight pitches

Armordillo-400 (Endurance)

Lady Robee (Fairness/Balance)

Trust is blind (Love/Loyalty/Trust)

Non-designers voted for favorite idea

Trust is blind won with 2 votes (1 vote went to Lady Robee)

2. Sprint Post-Mortem

Moony

(-) **Problems** with **tools** (GitHub and SceneFusion)

Dru

(-) Missing proper **scene hierarchy** in **stage 1** level, hard to navigate

(-) **Work piled up** for last days because of family moving

(-) **Not** always **clear** when **specifications** will come in and **what is required for this sprint**

Robert

(-) Could **not** complete **as much as planned** because of **other projects** and work

Lars

(+) **Clearer idea** of different **stages**

(+) Got to work on **variety** of **tasks**

(-) **Postponed** DevNotes **writing**

(-) **Late** feature **specifications** for Dru

Alex

(+) **Art** and **design collaboration** on **level** design

(-) Project is **behind schedule**

(-) **No** clear **plan** for **QA** until now

Most important points to improve

1. **Fix tool issues** that slow down the process

Alex will take another look at the **.gitignore file**

2. **Account** for **non-project responsibilities** in the schedule

3. Have at least one **design-programming meeting** to discuss **feature specifications**

Dru will **speak up** if he's **running out of tasks** to complete

Discussed **time management** during sprint

Writing **DevNotes** takes **2** entire **work days**

Level building takes **longer** than expected, **20 hours** went into stage 2 level **already**, **10 more** hours are expected **to finish** it

Programming tasks **took longer because** they involved **research and** workarounds for **engine constraints**

3. Build Showcase

Dru showed **programming progress** via screenshare

Decided that the **enemies' cone of vision** should be **visualized in-editor** somehow

Maybe just draw a **few debug lines**

Decided that we **need** a **shader** so **DevNotes** no longer **clip** through **walls** and become illegible

Moony showcased current state of **stage 2 level**

Lars pointed out that **platforming on** concept **art feels staged**, could be some boxes instead

Need to **think** carefully about **player guidance** in this more open level

Let Dru know about **problems** with **jumping on slopes**

4. Quality Assurance

Added some **questions to** the playtesting **Discord channel**

Not clear yet **what** exactly the **other team needs** (e.g. video, survey, think-out-aloud)

Unclear when Robert should **playtest** the other group's game (did not watch their presentation yet)

Decided to **create** the **build after** implementing the **DevNotes and** replacing the **scripts in stage 2**

Each **team member** will **react** to a **message** in the playtesting Discord channel **when** their part is **ready**

5. Project Plan Adjustments

Decided to **cut one stage** and have **three stages in total**

Current **scope** is **not feasible** based on the progress so far

1st stage is mostly **done**

2nd stage still needs a lot of **refinement**

Decided to **work** on it **until Wednesday**

3rd stage needs to be created and will be the **final level**

Plan to work on it for **2-3 weeks**

The **next sprint** will be about **finishing/polishing stage 1 and 2**

6. What's Next?

Listed the **tasks** for **next sprint** in each department

Art

Work on the **environment kit** and place the **assets** in the **level**

Finish the **level layout** with the designers

Implement the **hand** and **bow model** (**not animated** in this stage)

Create **2D concepts** and a **model** for the **arrows**

Create **2D concepts** for the **basic enemy type** and the **shotgun enemy**

Programming

Fix **clipping issue** of **DevNotes**

Refine **fps controller**

Implement the **hand** and **bow**

Finish the **behavior** of the **basic enemy type**

Add a **simple menu** to **quit** and **adjust mouse** sensitivity

Design

Finetune **movement** variables, **enemy** variables, and **aiming & shooting** variables

Specify **shotgun enemy** type

Specify **boss** fight

Finish **level** design for **second stage**

Place **DevNotes** in second stage and **write** their **content**

Management

Adjust **project plan** and create **content plan**

Plan meeting **agendas** and **time management**

Protocol **meetings** and **take** the **time**

Miscellaneous

Playtest other group's game and give **feedback**

Create intermediate **presentation**

Record intermediate **presentation**

Edit it all together

Decided that **sound design** will **not** happen **this sprint**

Set the date for the **next** mid-sprint **meeting**: **Saturday, April 25, 18:00**