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# Alpha Milestone

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# Build Submissions

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## EXE build

- If the build is not already pushed to the server it must be now
  - Should have an exe build in the “Milestone builds” folder
- We aren't working on user stories now
- We aren't integrating the builds now
  - Use what we have in the master branch right now

# Sprint Self Review

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- Finalize Trello board
  - All user stories in final categories
    - Complete = 100% done all test cases are true.
    - Partially complete = Something isn't done on the userstory yet, explain what in the comments for the card.
    - Incomplete = Little to no work done on the task, no test cases can be checked as true.
  - Hours spent on tasks entered
- Discuss work problems if there were any
  - If a user story estimate was off, why was it off?
- Do not archive or move userstory cards off the board.
  - Staff will copy incomplete work from sprint to product backlog where appropriate to be treated as unassigned userstories here forward

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# Beta

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# Juice it

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What is the difference between having all the features and having a complete game?

- Clear user feedback
- Making the game feel responsive
- Bringing everything to life
- Making it satisfying to play/use

# Juice It - Video

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Juice it or lose it— a talk by Martin Jonasson & Petri Purho

<https://youtu.be/Fy0aCDmgnxg>



# Juice It - Feedback

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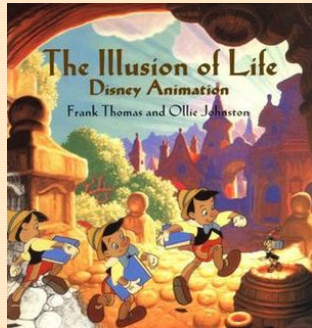
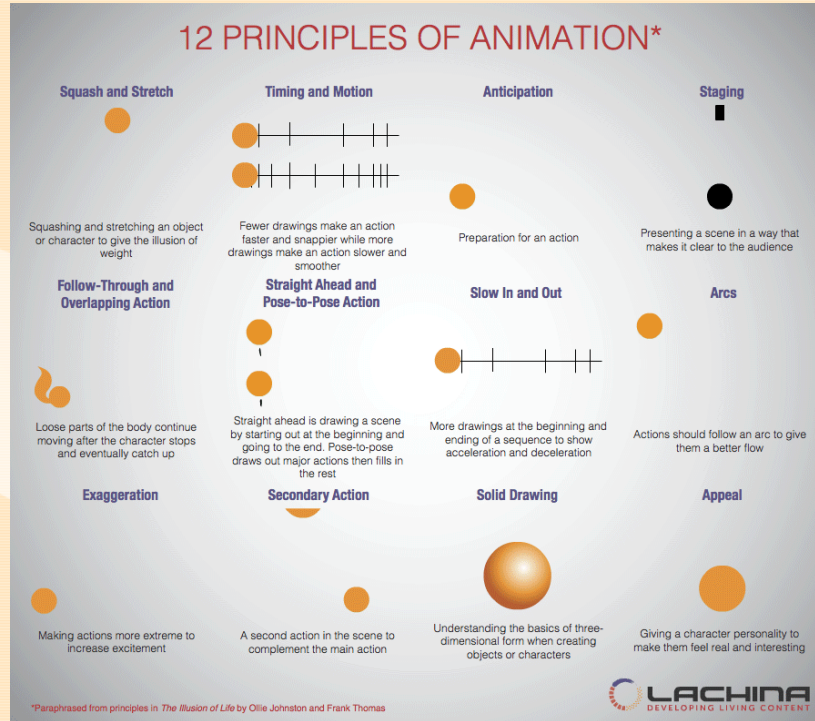
- It is more than just making it prettier. Add feedback for everything





# Juice It - 12 Principles

- Disney's twelve basic principles of animation
- We may not be artists, but the principles are just as valid for us to know and recognize



The Illusion of Life: Disney Animation / Edition 1  
by Frank Thomas, Ollie Johnston,  
Ollie Johnson, Cllie Johnston



# <Activity> Playtesting

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30 minutes to play each others' games

- Watch for what people find fun
- Watch for what people find frustrating
- Is the experience what you wanted it to be?

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# Todos for today

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# Sprint Planning

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1. Understand the overall sprint goals
2. Select User stories that achieve the goals and move those user stories to this sprint board
3. Evaluate Estimates Through planning poker
4. Distributing the workload among the team by assigning owners for all of the stories
5. Submit sprint plan for approval

# Sprint 4: Beta

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- All assets are in their final, nonplaceholder form
  - Models, animations, sprites, particles, sounds, music...
- Final game progress
  - All levels, challenges, modes...
- Various finalizing
  - Final Credits
  - Installer created
  - Verifying TRC compliance
- All target platforms functioning
  - PC, web player or android device

# WebGL Platform support

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- Making the build is the easy part
- Hosting adds complications
  - Read their limits and work within them

## Itch.io

- 1GB total project
- 100MB per file

## Newgrounds

- 1000MB
- Submit a maximum of two uploads per day

## Simmer.io

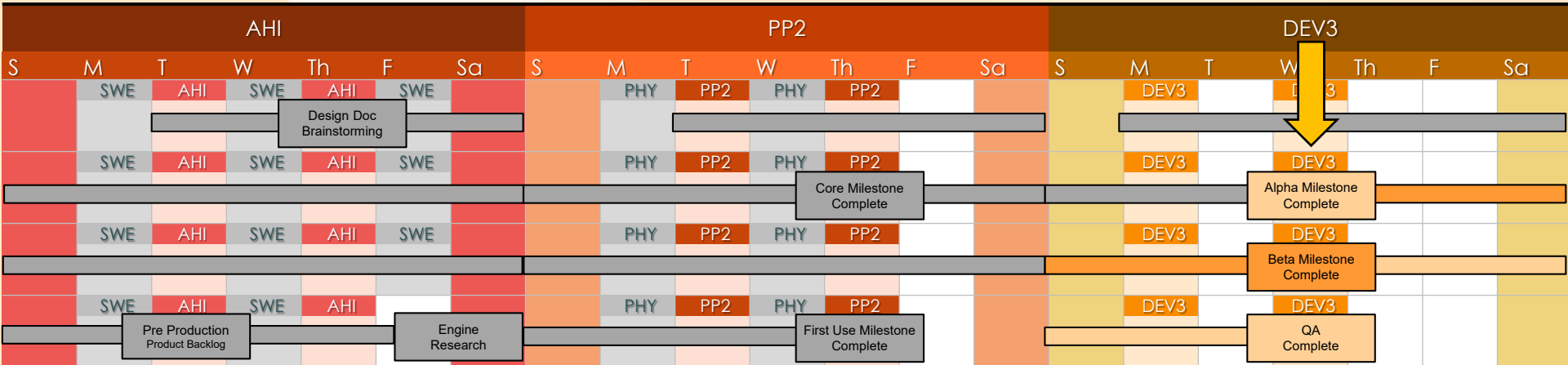
- 512MB total project
- Does not accept compressed files
- Must be public on free accounts

## Your own host option

- Completely DIY
- No limits

- 4 dedicated workdays
- ~20-28 hours a person

# Sprint review day 6 of PP3



# Logging Hours with Trello

Add yourself as a member of any card you are responsible for

Click the hourglass to start logging hours if interface isn't already visible

The person who is taking ownership of the task and hours.  
Defaults to "me"; the person entering the hours on the card

Log the hours here  
E for estimate (sprint planning)  
S for time spent (tracking your progress)

The screenshot shows a Trello card titled "Wall jump" in a list named "[Platformer] Player character Features". The card has a "Recurring" checkbox and "Add #tags" and "S/E & More" dropdowns. The "LABELS" section is highlighted with an orange bar. The "Description" section has an "Edit" link and a bullet point: "Player must be able to kick off the side of a wall and jump". The "Test Cases / Acceptance Criteria" section has a "Delete..." link and three checkboxes with text: "When the player is falling and also touching a wall can the player trigger a jump?", "When jumping off a wall does the player character jump up and away from the wall?", and "Can the player not jump back onto the same wall and end up higher than they started (avoid wall climbing?)". The "ADD TO CARD" section on the right has buttons for "Members", "Labels", "Checklist", "Due Date", and "Attachment". The "ACTIONS" section on the right has buttons for "00:00:00s", "Move", "Copy", "Watch", and "Archive". The "Share and more..." link is at the bottom right. The bottom of the card shows a "Comment" section with a text input field containing "me now S / E note" and an "Enter" button. A "Help" link is also visible. A large "REVIEW" stamp is in the bottom right corner.

Annotations:

- An arrow points from the "Add yourself as a member of any card you are responsible for" text to the "Members" button in the "ADD TO CARD" section.
- An arrow points from the "Click the hourglass to start logging hours if interface isn't already visible" text to the hourglass icon in the bottom right of the card.
- An arrow points from the "The person who is taking ownership of the task and hours. Defaults to 'me'; the person entering the hours on the card" text to the "me" button in the "Comment" section.
- An arrow points from the "Log the hours here E for estimate (sprint planning) S for time spent (tracking your progress)" text to the "E" and "S" buttons in the "Comment" section.



# Sprint 4: Beta

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## Sprint Goals

- All assets are in their final, nonplaceholder form
  - (sprites, particles, animations, sounds, music...)
- Final game progress
  - (all levels, challenges, modes...)
- All target platforms functioning
  - (PC, web player, tablet)
- Various finalizing
  - Final Credits
  - Installer created
  - Verifying TRC compliance

## Hourly commitment

- 4 dedicated workdays
- ~20-28 hours a person