

ENSE 477

Scrum Report-Out 14/1/2020

...

Super Capstone Bros
Taylen Jones, Jeremy Cross
January 14 2020

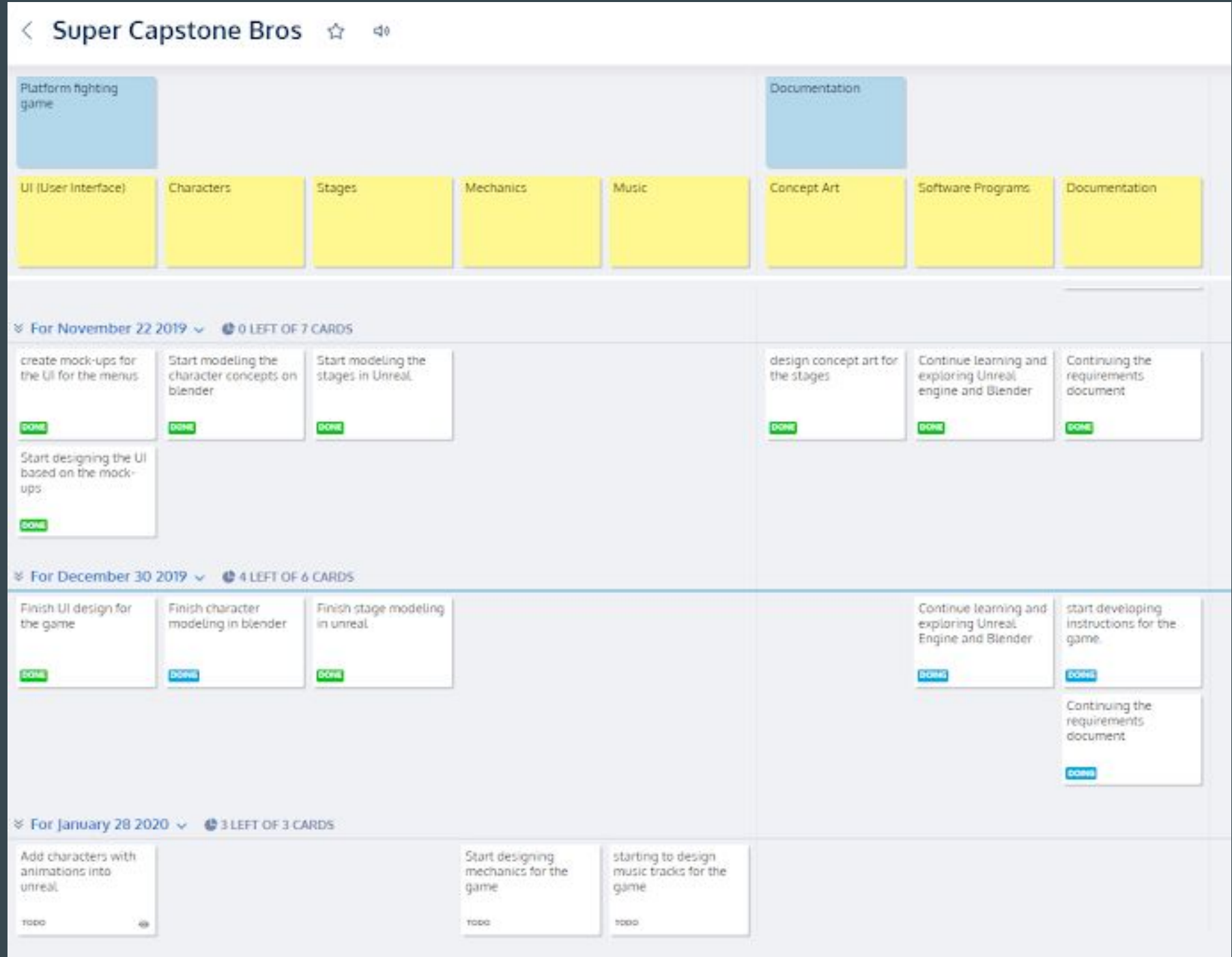
Project deats

- For the ENSE 400/477 terms we are hoping to build a platform fighting game that utilizes the best ideas from the genre and adds new idea to expand it farther.
- For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be able to maybe continue with this project or be able to delve into other projects involving game design.

Progress review

- How did you address previous scrum comments?
 - We switched from Blender to Adobe Fuse to save potential weeks on character modelling
- What are you currently working on?
 - Character Modelling, clothing
 - Staging, UI (Menus)
- GitHub/Version control “stamp of approval”
 - Looking good

User Story Map



Character Modelling Progress



Demo!

Group reflection

- Do you feel you are on track?
 - Yes, we are hoping to start animations as early as next week
- Do you feel there are barriers to your success (if any)?
 - Potential speed bumps when we start coding in unreal, possible hardware limitations
- Do you need any help going forward?
 - No at this time
- Any other questions or concerns?
 - Not that we can think of