

ENSE 400

Scrum Report-Out 25/10/2019

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Super Capstone Bros

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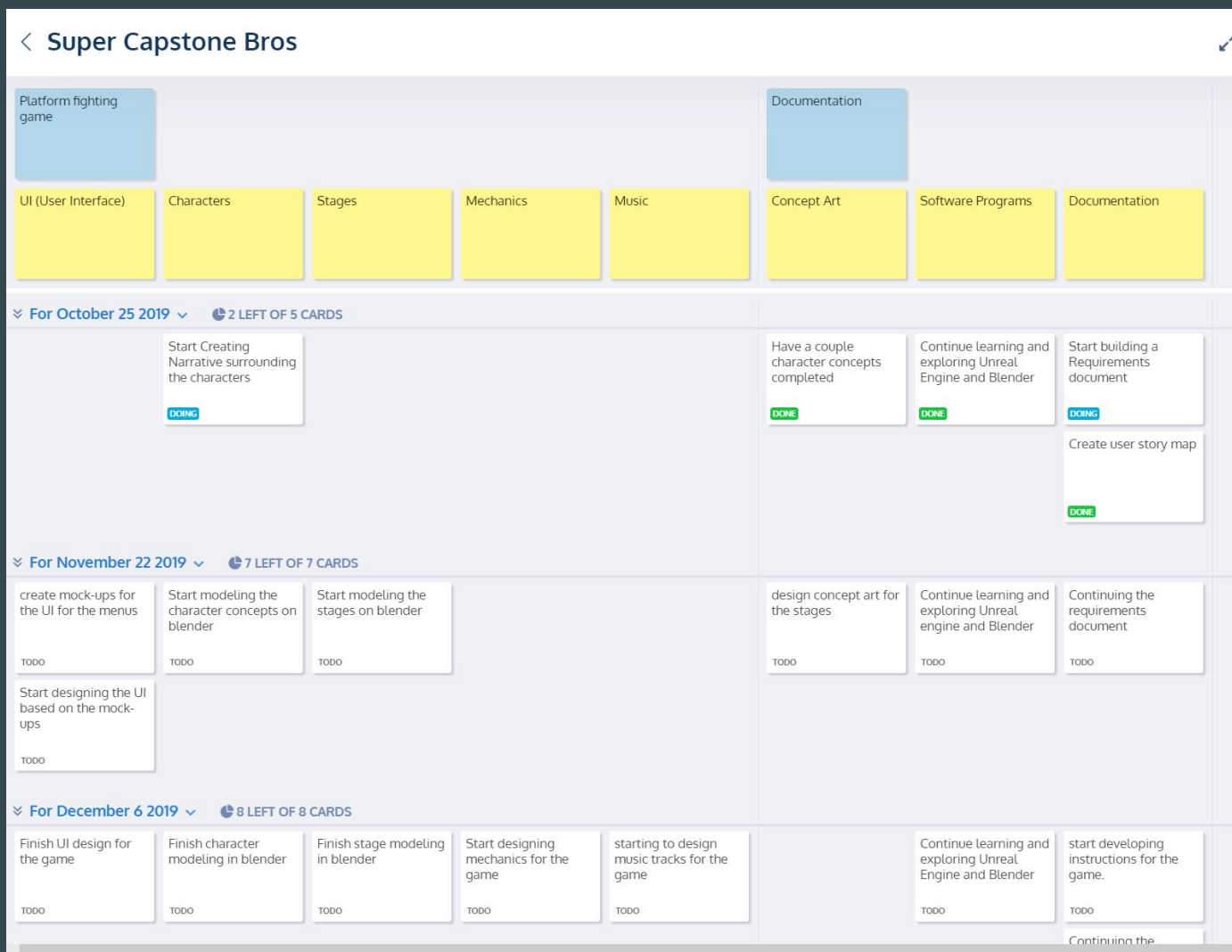
October 25 2019

Project Idea

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.

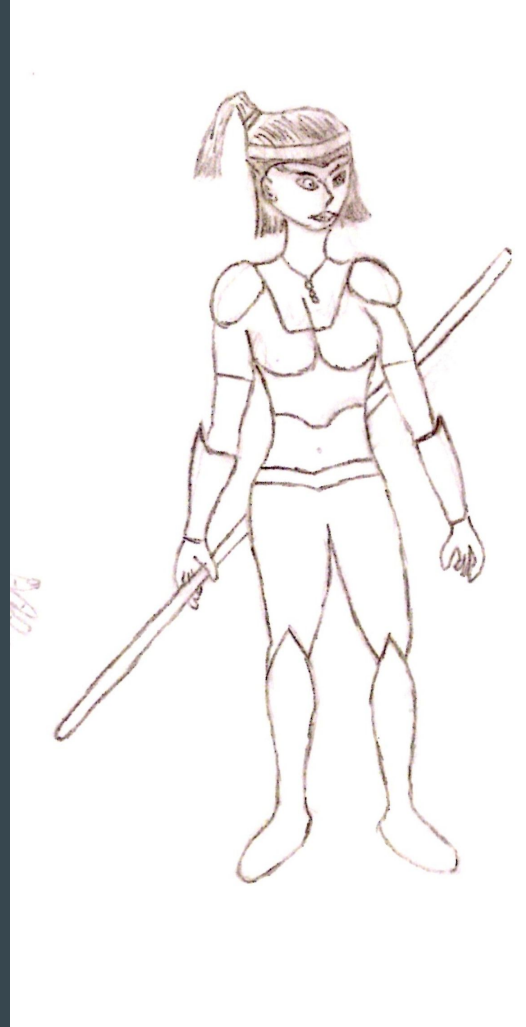
For this project we are ultimately trying to learn and expand our knowledge of game design. By the end we hope to have the knowledge to be able to maybe continue with this project or be able to delve into other projects involving game design.

User Story Map



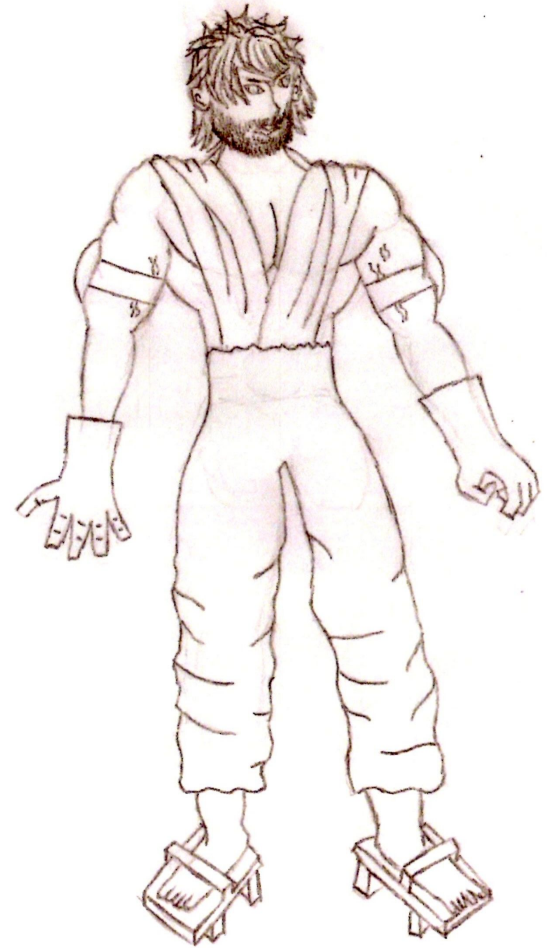
Character: TBA

- Weapon User Archetype
- Uses a staff



Character: TBA

- Brawler/Grappler Archetype
- Uses power gauntlets



Group reflection

- Do you feel you are on track?
 - I think we are doing ok so far character designs took more time than we imagined
 - It would have been nice to have some rough story details fleshed out
- Do you feel there are barriers to your success (if any)?
 - October has been difficult
- Do you need any help going forward?
 - I think we are fine for now