

# ENSE 400

## Scrum Report-Out 11/10/2019



Super Capstone Bros  
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# 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.

# Current Goals

- Continuing to learn about the programs for the project
- Art style / visual style for the game
- Character designs for the game
- backstories for the characters
- Concept design for Stages
- Starting our user story map and placing our objectives within it

# Group Reflection

- Do you feel you are on track?
  - I feel like we are ok, we could maybe a little farther ahead
  - October is quite busy with midterms coming up
- Do you feel there are barriers to your success (if any)?
  - right now it's just trying to learn as much as we can about the software so that we can have some expectation of how long certain objective will take so we can have a better understanding of how to construct out user story map.
- Do you need any help going forward?
  - License to stories on board
  - License to Balsamiq for lo/fi prototyping for game UI
- Any other questions or concerns?
  - I think for right now we are ok

Questions?