

Sherlock Squad and the Haunted Castle V2

Group 3 mod presentation

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Sprint 1

Agreed on weekly meeting every Thursday at 13.00 in Babbage Building

Backlog contains all tasks and priority for each task

Show progress in current task and take new task

Deadline 2 weeks

developing the main functionality


Benefit : discasing task and their priority

Sharing knowledge and providing idea

Help debugging code



Sprint 2

- ▶ Focused on development of the main functionality :
 - ▶ Placing evidence on evidence table
 - ▶ Making ghost disappeared when all evidence on the table
 - ▶ Magnifying glasses interact with evidence to make it carriable
 - ▶ Meeting with client to show progress
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Sprint 3

Development and sound :

Making ghost disappeared when health 0

show health bar

Trying to add background sound

Fake evidence

Ghost movement

lighting

Sprint 4



ANIMATION AND
SOUND:



ANIMATION FOR
GHOST AND
EVIDENCE



BACKGROUND
SOUND



NARRATIVE



WORK ON OWN
LEVELS



MEETING WITH
CLIENT TO SHOW
PROGRESS

Member level and contributor



Member level and contributor



Member level and contributor



Member level and contributor



User Acceptance Testing

► Result

Demo (Video or GIF)

Thanks for listening