Assessment Cover Sheet

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Unit Name:	Game Development Project 2
Unit Code:	GDC 100B
Lecturer Name:	Harry Eason
Assessment Title:	Agile documentation
Due Date:	02/09/2024
Page Count:	17

Student Declaration:

I understand that:

- I declare that all material in this assessment is my own work except where there is clear acknowledgement and reference to the work of others.
- This original work adheres to assessment criteria including group assessment.
- Penalties apply for late submission of assessment and that this could result in a failure grade being awarded.

Student Signature: Joel M., Jose Ravida, Kaylee Fatchen Date: 02/09/2024

FREAKY ISOPODS
PRODUCTION DOCUMENT

Document Version History

Version	Author	Date	Comment
1.0	Jose R. Kaylee F. Joel M.	06/08/24	Created document, Added SWOT analysis
1.1	Jose R. Kaylee F.	13/08/24	Added Sprint Plan, Started Burndown chart
1.2	Jose R.	28/08/2024	Added Sprint Backlog and Burndown Chart
1.3	Jose R.	02/09/2024	Added Team Communication and Storage content

SWOT Analysis

Kaylee	Positive	Negative
Internal	***Strengths*** • Art, drawing and Design • Creature Design • Environment Art • Modelling • Team management	***Weaknesses*** • Programming Knowledge • Rusty with Unity • Audio Design • Organic Assets / UV Unwrapping
External	***Opportunities*** • Marketability of designs and art style • Teamwork	***Threats*** • Part time work interrupting workflow

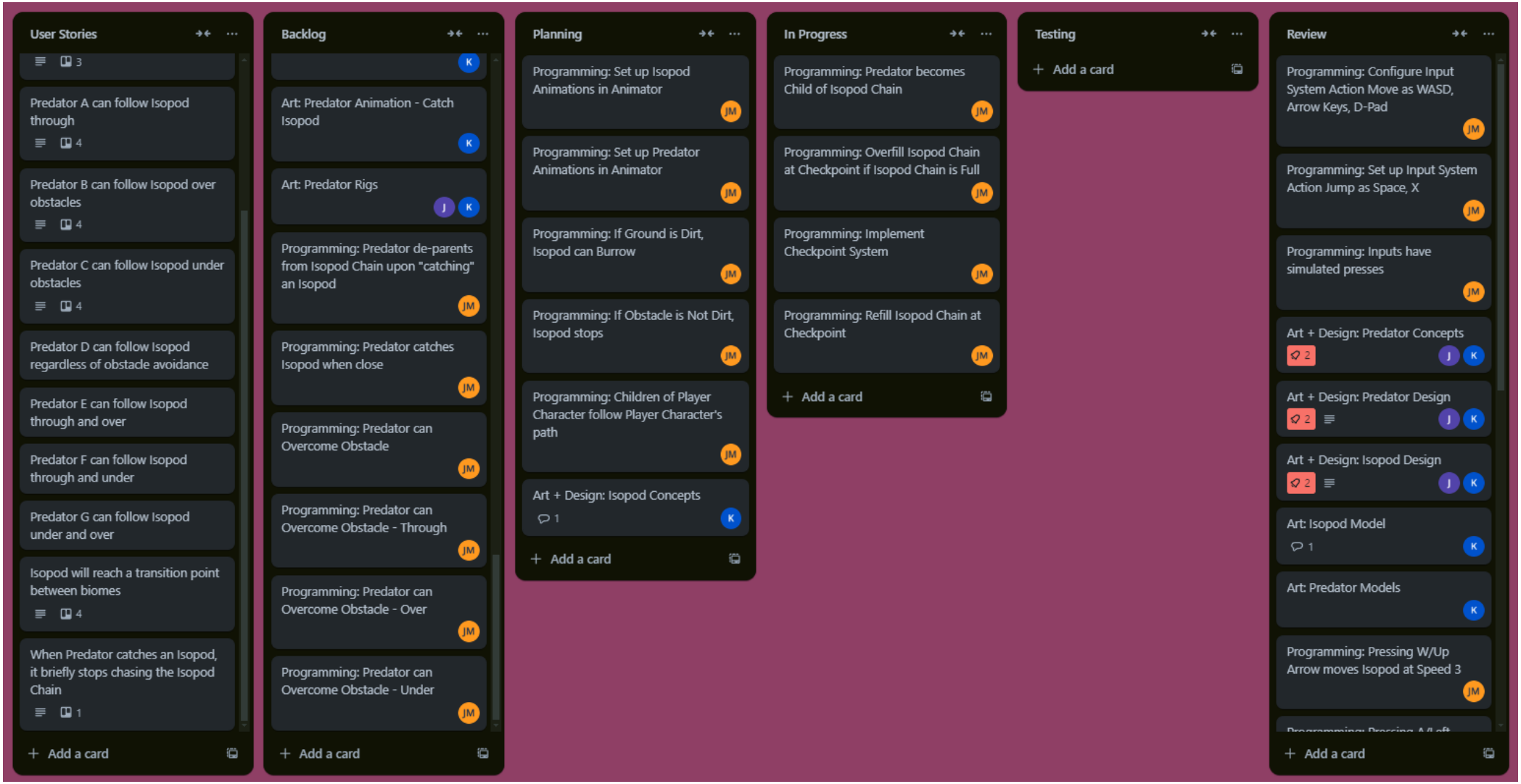
Joel	Positive	Negative
Internal	***Strengths*** • List some strengths Programming Audio	***Weaknesses*** • List some weaknesses Marketing experience Unfamiliar with QA and play-testing best practices
External	***Opportunities*** • List some opportunities Keen interest in underserved markets Attempts at unusual gameplay and design may lead to marketability/unique selling points	***Threats*** • List some threats Increased workload due to double study, minimal time to work on project

Jose	Positive	Negative
Internal	***Strengths*** • Team Player • Problem Solver • Patient • Dedicated • Collaborative • Diverse Game Knowledge	***Weaknesses*** • Self-Critical • Competitive • Prone to procrastination
External	***Opportunities*** • Ample working time • Diverse network	***Threats*** • Competing commitments • Me time required • Poor time usage

Team	Positive	Negative
Internal	***Strengths*** • Accessible controls interface •	***Weaknesses*** • Significant potential to become over-scoped •
External	***Opportunities*** • There's a gap in the market for a Lemmings-like •	***Threats*** • Inexperience with development within the genre •

Team Communication

Throughout the process of creating this initial game prototype the team used several communication methods to keep track of progress, tasks, and exchange information. Apart from hosting weekly in-person meetings, continued communication has taken place over online services such as Microsoft Teams and Discord. On these platforms information and files have been shared across members. Moreover, another online resource Trello, has been utilised to track both allotment and progress of tasks.



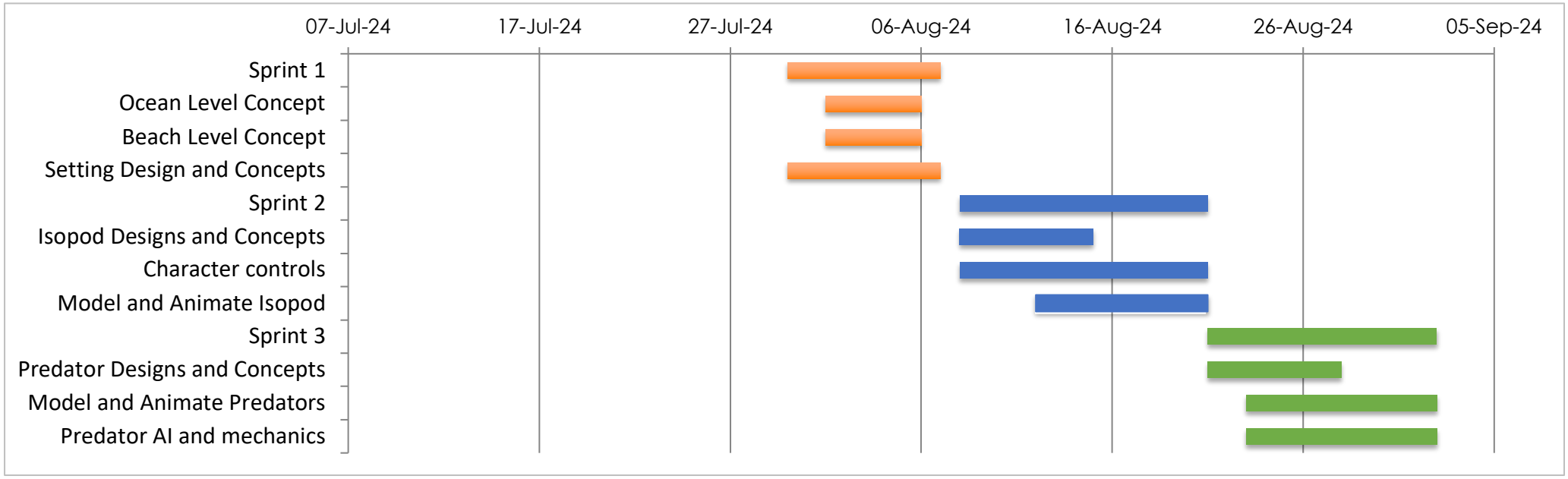
Link to Trello Page: https://trello.com/b/iRmS0Jzj/freaky-isopods

Sprint Plan

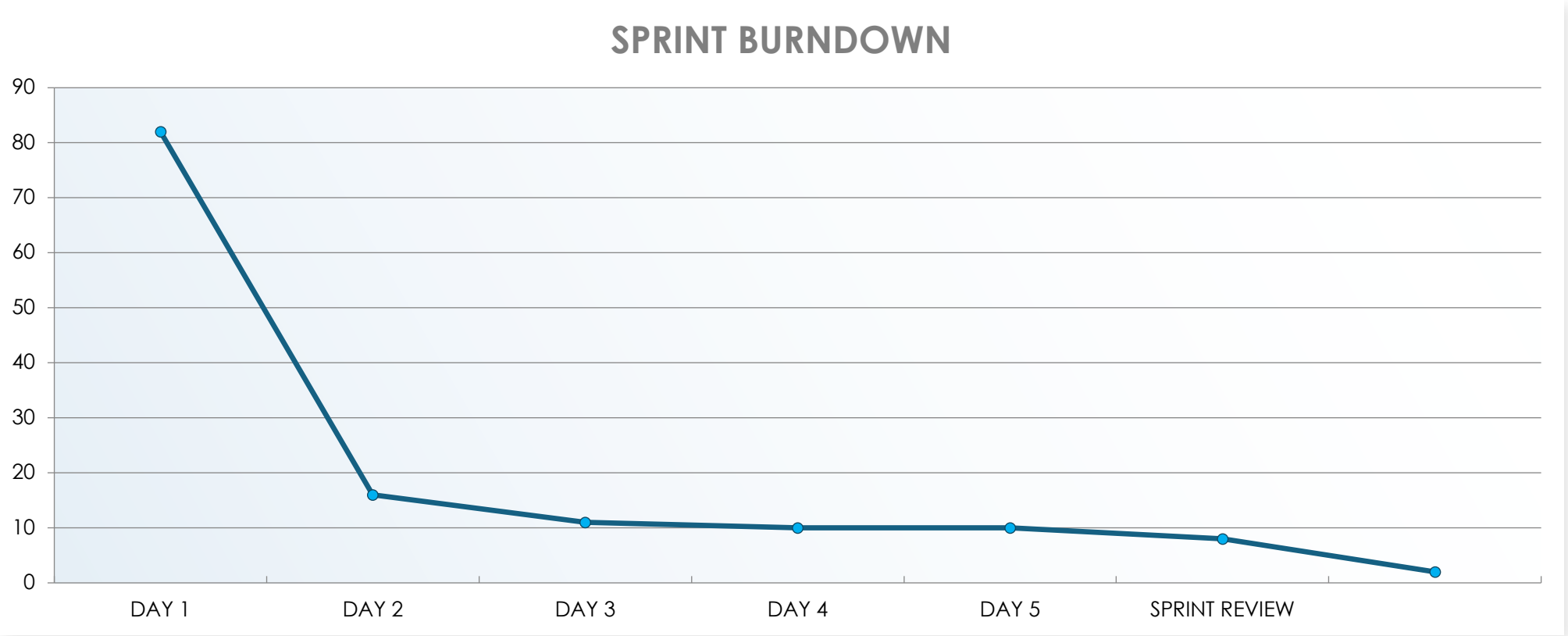
PROJECT NAME	PROJECT MANAGER	START DATE	END DATE
Freaky Isopods Initial Prototype	Jose	30-Jul	2-Sep

OVERALL PROGRESS
60%

AT RISK	TASK NAME	FEATURE TYPE	RESPONSIBLE	RISK	START	FINISH	DURATION (DAYS)	STATUS
	Sprint 1	Level Concept		Medium	30-Jul-24	07-Aug-24	8	Complete
	Ocean Level Concept		Kaylee	Low	1-Aug-24	06-Aug-24	5	Complete
	Beach Level Concept		Jose	Low	1-Aug-24	06-Aug-24	5	Complete
	Setting Design and Concepts		Jose, Kaylee	Medium	30-Jul-24	07-Aug-24	8	Complete
	Sprint 2	Main Player Character		High	08-Aug-24	21-Aug-24	13	In progress
	Isopod Designs and Concepts		Jose, Kaylee	Medium	08-Aug-24	12-Aug-24	7	Complete
	Character controls		Joel	High	08-Aug-24	21-Aug-24	13	Complete
	Model and Animate Isopod		Kaylee	High	12-Aug-24	21-Aug-24	9	In progress
	Sprint 3	Enemy Characters		Medium	21-Aug-24	02-Sep-24	12	In progress
	Predator Designs and Concepts		Jose, Kaylee	Medium	21-Aug-24	06-Aug-24	7	Complete
	Model and Animate Predators		Kaylee	Medium	23-Aug-24	02-Sep-24	10	Not Started
	Predator AI and mechanics		Joel	High	23-Aug-24	02-Sep-24	10	In progress


07-Jul-24
17-Jul-24
27-Jul-24
06-Aug-24
16-Aug-24
26-Aug-24
05-Sep-24
Sprint 1
Ocean Level Concept
Beach Level Concept
Setting Design and Concepts
Sprint 2
Isopod Designs and Concepts
Character controls
Model and Animate Isopod
Sprint 3
Predator Designs and Concepts
Model and Animate Predators
Predator AI and mechanics

Agile Sprint Backlog										
BACKLOG TASK & ID	**STORY POINTS**	**ASSIGNED TO**	**STATUS**	**ORIGINAL ESTIMATE**	**DAY 1**	**DAY 2**	**DAY 3**	**DAY 4**	**DAY 5**	**SPRINT REVIEW**
Isopod Player character										
Model Isopod	5	Kaylee	Complete	5	1	2	2	0	0	0
Animate Isopod	6	Kaylee	In Progress	7	2	1	2	1	1	0
Program Isopod Controls	8	Joel	Complete	8	4	2	0	2	0	0
Control a line of isopods	5	Joel	In Progress	4	0	0	0	2	0	0
Isopod Sound effects	4	Jose	Not Started	5	0	0	0	0	0	0
Create a prehistoric world										
Create prehistoric level concepts	4	Jose	Complete	6	0	2	1	1	1	0
Design Levels	10	Jose	In Progress	12	2	0	0	0	0	0
Design prehistoric creatures and dinosaurs	6	Jose, Kaylee	Complete	8	3	0	1	2	2	1
Design prehistoric vegetation obstacles	6	Jose, Kaylee	In Progress	6	1	1	2	0	2	0
Create mood boards for the look of the levels	2	Kaylee, Jose	Complete	4	2	0	0	0	2	1
Create background elements featuring prehistoric elements	7	Kaylee	In Progress	6	1	0	2	1	0	0
Predator can follow Isopod										
Predator overcoming obstacle - Under	2	Joel	In Progress	3	0	1	0	0	0	0
Predator overcoming obstacle - Over	2	Joel	In Progress	3	0	1	0	0	0	0
Predator overcoming obstacle - Through	2	Joel	In Progress	3	0	1	0	0	0	0
Predator can catch an isopod	3	Joel	In Progress	2	0	0	0	1	0	0
TOTAL				**82**	**16**	**11**	**10**	**10**	**8**	**2**


SPRINT BURNDOWN
90
80
70
60
50
40
30
20
10
0
DAY 1
DAY 2
DAY 3
DAY 4
DAY 5
SPRINT REVIEW

Version Control

https://github.com/JellyMartini/GDC100B-Assessment1.git

has submodule https://github.com/JellyMartini/GDC100B.git

Storage

As the project was conducted across multiple members and devices several document sharing, storage, and safeguard techniques were used throughout the process. The team primarily used OneDrive as an effective way to collaborate, share, and store files for team-wide access. This enabled real-time distribution of the latest files across members and devices. Furthermore, in-case of potential data loss, an online repository featuring version control backups was utilised to minimise any compromises in data. This approach was complemented by additional backups stored on multiple local devices at separate locations – home or school devices. This multi-faceted approach to storing data enabled smooth operations that provided reliable file availability in varied scenarios.