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GAM125: Introduction to Game Development

Mr. Merka

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**Did the work you accomplished match the original Sprint backlog? Why or Why not?**

The work I accomplished did not match the original sprint backlog. Originally, I planned to complete two game layout user stories. While I completed the user stories, each one got separated into multiple tasks. In the last iteration, I added stylized tiles and icons, which is not in the original sprint backlog. Since my certainty with the project increased over time, I decided I could take on more revisions.

**Will you or your team make any changes during the next Sprint? Why or Why not?**

Since the project team is working quickly, I plan to still follow the general process of working on a task, receiving feedback, and iterating on a task. However, my focus will shift towards playtest feedback implementation, artistic tasks, and polishing activities.

**What value does your current build display?**

All the project team’s Epics have been realized to varying degrees. The game layout illustrates multiple revisions of tile, player, and egg placement. Furthermore, stylized tiles and icons specify normal, combat, trap, and wildcard spaces. The gameplay rulebook describes basic card mechanics, board game mechanics, player movement, and combat. Production documents further detail card mechanics and combat. Storyline explains the why, where, who, what, when, and how basics. Aesthetics include well-realized card art, basic board environment art, some game piece art, and some original art ideas.