Group <X> Milestone <Y> Report - <Game Name>

## Tasks for This Milestone

*(This should be based on the table produced in your the last milestone report (or project plan for M1). Status column should show ‘Complete’ if verified as 100% complete, an estimated % number if verified as partially complete, or ‘Dropped’ if the task was abandoned for this sprint. All planned tasks from the last Milestone report should be accounted for in the table below. Tasks not included in the plan from the previous report should be identified by an asterisk in the ID field.)*

| ID | Task | Assigned Member | Description of Task | Workload (hours) | Verified by | Status |
| --- | --- | --- | --- | --- | --- | --- |
| 1a |  |  |  |  |  |  |
| 1b |  |  |  |  |  |  |
| 1c |  |  |  |  |  |  |
| 1d |  |  |  |  |  |  |
| 2a |  |  |  |  |  |  |
| 2b |  |  |  |  |  |  |
| 2c |  |  |  |  |  |  |
| 3a |  |  |  |  |  |  |
| 3b |  |  |  |  |  |  |
| \*3c |  |  |  |  |  |  |

### Final Workload Totals

*(Tally the workload totals from the above table for each team member, subtracting appropriately for dropped and incomplete tasks)*

|  |  |
| --- | --- |
| Team Member | Total Workload |
|  |  |
|  |  |
|  |  |
|  |  |

### Differences from Plan

*(Briefly justify differences from the plan in your last report, including any partially complete, dropped or newly added tasks.)*

## Retrospective About Teamwork

*(~1 Page - Thinking about your process of working together as a group (and not about the design of your game), answer the following questions.)*

### What should we start doing?

*(New practices to improve your processes)*

### What should we stop doing?

*(Bad practices that hamper your processes)*

### What should we keep doing?

*(Existing practices that are working well)*

### How is testing helping?

*(Briefly summarise the playtesting/QA conducted by the team in the current sprint and how this has helped improve your game design)*

*(You must also answer the relevant milestone question below reflecting on the current sprint and next steps. Remove the other questions and refer to iLearn for more info.)*

#### Milestone 1 – Rapid Prototyping: How has rapid prototyping clarified your design since pitch? How have you organised your team to support this?

#### Milestone 2 – Core Gameplay: How does your playable prototype showcase the core gameplay loop? What’s missing and why?

#### Milestone 3 – Playtesting: How is your playtesting proceeding and is your game actually fun to play? Which remaining unknowns are the next priority to test?

#### Milestone 4 – Killing Your Darlings: What’s the gap between the current prototype and your ‘Final Game’ submission? Do you need to revise your scope?

#### Milestone 5 – Game Feel and Polish: Where is your effort best spent so that your prototype better showcases intended gameplay and a cohesive theme?

#### Milestone 6 – The Journey So Far: How did your agile processes serve the group through the final assessment submissions? Did everyone contribute fairly?

## Plan for Next Milestone

*(~1 Page - What do you wish to learn from your next iterative prototype and have achieved by the end of the next milestone? E.g. we wish to have 5 polished levels which showcase the main mechanic. OR we wish to have a new weapon fully implemented inside the game. Note that examples below include a number and category for each goal, highlighting the related deliverable (the outputs required to achieve the goal) and definitions of done (the standards applied to checking outputs are complete). The goal categories shown are illustrative, but you can define other categories (e.g. coding, audio, level design) and have multiple goals assigned to the same category. Each goal should be distinct and have its own number, as this will be used to identify the related tasks in the next section.)*

| # | Category | Goal | Deliverables | Definition of Done |
| --- | --- | --- | --- | --- |
| 1 | Design | Test that the core movement mechanics produce an enjoyably playful control system. | A playable Unity prototype of movement in a level with grey-box obstacles to run around. | Collated notes on internal team testing reports game control is easy to understand and enjoyable. Updated notes in Trello. |
| 2 | Art | Determine the estimated workload for creating the game’s art assets in the desired style. | A Unity scene of a room containing a table, fully textured and lit. | Art assets integrated in Unity scene. Notes on process and time taken in Trello. |
| 3 | Tech | Test that we can build on the Android platform with support for touch controls. | A playable build of the Design prototype running on all team members’ Android phones. | All team members able to play prototype on phone. Notes on deployment process in Trello. |
| 4 | Playtesting | Verify that the primary control interface and button mappings are intuitive. | Playtesting results from 10 external players, including observation and experience survey data. | Playtesting report updated with raw results and an initial analysis from the test. Summary reported and discussed at group meeting. |
| 5 | Production | Better team communication through more frequent task updates. | A card for each milestone task assigned to correct member and daily Trello board updates to status. | All cards created by producer and assigned to team member at sprint start. Daily updates from owners reflected in Trello (correct status and owner). |
| 6 | Documents | Keep our project documentation up to date. | Updates relating to each of the above in the design document, playtesting report or on Trello as appropriate. Preparation and submission of the next milestone report. | Same as deliverable. Relevant lead group member to verify documentation has been updated/uploaded. |

## Planned Tasks for Next Milestone

*Task IDs should be based on the plan for the next milestone you outlined above. Tasks should be broken down into single-session workable chunks with a maximum workload of 5 hours. Each task should only be assigned to a single team member to complete and another (different) single team member to test/verify if complete. If a task will take multiple sessions or needs multiple assigned members then it should be broken down into distinct tasks (each in a new row).*

| ID | Task | Assigned Member | Description of Task | Workload (hours) | Verified by |
| --- | --- | --- | --- | --- | --- |
| 1a |  |  |  |  |  |
| 1b |  |  |  |  |  |
| 1c |  |  |  |  |  |
| 1d |  |  |  |  |  |
| 2a |  |  |  |  |  |
| 2b |  |  |  |  |  |
| 2c |  |  |  |  |  |
| 3a |  |  |  |  |  |
| 3b |  |  |  |  |  |

### Planned Workload Totals

|  |  |
| --- | --- |
| Team Member | Total Workload |
|  |  |
|  |  |
|  |  |
|  |  |