

# Team 2 - GAM130 April Sprint Goals

Aventale Interactive

14th February 2020 - 20th April 2020

# **1 Sprint 2**

## **1.1 Programmers**

- General Refactoring of Code
- Movement and Pathfinding Integration
- Health System
- Unit Creation Kit
- Input Handler
- Camera Attributes
- Game UI Redone

## **1.2 Modellers**

- Scratching Post
- Cardboard Box
- Chairs
- Lamp
- Potted Plant
- Box Fort
- Regular Cat Blockout

## **1.3 Artists**

- Archer Concept Art
- Spearman Concept Art
- Plushie Concept Art

## **1.4 Designers**

- Game Keybinds for Keyboard and Controller
- Timetables Collected to determine best time for Daily Meetings
- Animations Required List
- Particle Required List
- GDD Revision

- Sound Research
- Tutorial Concept
- Final Game Name
- Dialogue for Tutorial
- Default Character Skeleton Rigging

## **2 Sprint 3**

### **2.1 Programmers**

- Attack System with Data Values
- Unit Vulnerabilities
- Scratching Post Base System
- Board Generation with Models
- Turn Taking with UI Integration
- Scene Fade Transition and Asynchronous Loading

### **2.2 Modellers**

- Roomba Cat Knight
- Archer Cat
- Cardboard Box
- Furniture Environment Art

### **2.3 Artists**

- Furniture Concept Art
- UI Concept Art Design

### **2.4 Designers**

- Particle Effects Created and Tested
- Sounds starting to be Collected
- Tutorial Finished
- Models starting to be added to a main scene

### **2.5 Writers**

- UI Text for Options, Main Menu and other UI elements

### **2.6 Animators**

- Default Cat Combat
- Default Cat Movement

## **3 Sprint 4**

### **3.1 Programmers**

- Default Cat Animations linked with code
- Particle Effects linked with Code
- Board Generation Customisable Menu
- Maintainable Sound System Created

### **3.2 Modellers**

- Spearman Cat Model
- Catapult Cat Model
- More Furniture Models for the Procedural Generation
- Previous Models Textured

### **3.3 Artists**

- Rough Advertisement Buttons and Sticker Concept Art
- Rough Advertisement T-Shirt Designs
- Furniture Concept Art

### **3.4 Designers**

- Tutorial Implementation Started
- All Sounds Recorded
- All Sounds Edited
- Combat Values Implemented and Tested

### **3.5 Writers**

- Environmental Storytelling for the Artists/Modellers

### **3.6 Animators**

- Roomba Cat Movement
- Roomba Cat Attack
- Archer Movement
- Archer Attack

## **4 Sprint 5**

### **4.1 Programmers**

- Tutorial Coded to Work
- Final Refactoring of All Code
- Fixing Gameplay Issues
- All Scenes Connected
- Game Built Again

### **4.2 Modellers**

- Background Models Created
- Previous Models Textured

### **4.3 Artists**

- T-Shirt Designs created
- Buttons and Sticker Designs Created
- Poster Concept Art

### **4.4 Designers**

- Sounds Implemented in Engine
- Particle Effects Implemented in Engine
- More Playtesting/QA
- Post Processing
- Main Menu Level Creation

### **4.5 Writers**

- Final Catopedia Entries Added
- Previous Catopedia Entries Revised
- Catopedia Images Added
- Font Chosen and Implemented

## 4.6 Animators

- Catapult Movement
- Catapult Attack
- Spearman Attack
- Spearman Movement

## **5 Sprint 6**

### **5.1 Programmers**

- Optimisation of Code
- Fixing Major Issues
- Fixing Minor Issues
- Code Refactoring
- BitBucket Repo Mirrored to GitHub

### **5.2 Modellers**

- Model Optimisation
- Texture Optimisation

### **5.3 Artists**

- Poster Created
- Final Advertisement Pieces

### **5.4 Designers**

- QA Testing
- Adjusting Final Level Design
- Testing Tutorial
- Expo Setup Planning

### **5.5 Writers**

- Expo Writing Preparation
- Final Writing Revisions and Changes

### **5.6 Animators**

- Final Animation Adjustments
- Final Animation Optimisation