Build Submissions

EXE build

- If the build is not already pushed to the server it must be now
  - Should have an exe build in the "Milestone builds" folder

- We aren't working on user stories now

- We aren't integrating the builds now
  - Use what we have in the master branch right now

Sprint Self Review

- Finalize Trello board
  - All user stories in final categories
    - Complete = 100% done all test cases are true.
    - Partially complete = Something isn't done on the userstory yet, explain what in the comments for the card.
    - Incomplete = Little to no work done on the task, no test cases can be checked as true.
  - Hours spent on tasks entered

- Discuss work problems if there were any
  - If a user story estimate was off, why was it off?

- Do not archive or move userstory cards off the board.
  - Staff will copy incomplete work from sprint to product backlog where appropriate to be treated as unassigned userstories here forward

\<Activity\> Playtesting

30 minutes to play each others games

- Watch for what people find fun

- Watch for what people find frustrating

- Is the experience what you wanted it to be?

Beta

Juice it

What is the difference between having all the features and having a complete game?

- Clear user feedback
- Making the game feel responsive
- Bringing everything to life
- Making it satisfying to play/use

Juice It

Juice it or lose it– a talk by Martin Jonasson& Petri Purho
https://youtu.be/Fy0aCDmgnxg

Juice It

Sprint Planning

- **Understand the overall sprint goals**
- **Select Userstories**
  - Using the product backlog select userstories that achieve the goals and move those userstories to this sprint board
  - If necessary create userstories for tasks that were previously unknown/overlooked
  - Review and edit test cases where needed
- **Evaluate Estimates**
  - Through planning poker the difficulty/hours/complexity is agreed on by all team members
- **Dividing work**:
  - Distributing the workload among the team by assigning owners for all of the stories
  - Each team member with roughly the same amount of work
  - Each team member with roughly the amount of work expected for the duration of the sprint
- **Submit sprint plan for approval**
  - Send a message to CD that the plan is ready for review
  - Sprint plan is not accepted until it has been reviewed by the CD and confirmed as approved directly.
  - It may take several passes to clear up all aspects of the sprint plan.

Sprint 4: Beta

- All assets are in their final, nonplaceholder form
  - Models, animations, sprites, particles, sounds, music…

- Final game progress
  - All levels, challenges, modes…

- Various finalizing
  - Final Credits
  - Installer created
  - Verifying TRC compliance

- All target platforms functioning
  - PC, web player or android device

WebGL Platform support

- Making the build is the easy part

- Hosting adds complications
  - Read their limits and work within them

Itch.io
- 1GB total project
- 100MB per file

Simmer.io
- 1GB total project
- Not completely defined through documentation

Netlify.com
- Git integration
- Single user write access for free version

Kongregate
- Maximum file size of 50MB
- Maximum width of 800 pixels

Newgrounds
- 250MB
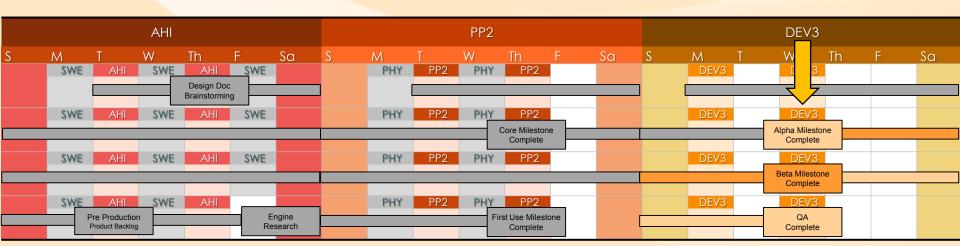- Submit a maximum of two uploads per day

Your own host option
- Completely DIY
- No limits

Sprint 4: Beta

Hourly commitment
- 4 dedicated workdays
- ~28 hours a person

Sprint review day 6 of PP3

Logging Hours with Trello

Wall jump
in list [Platformer] Player character Features

☐ Recurring   Add #tags ▾   S/E & More ▾

LABELS

Description Edit

Intent:
- Player must be able to kick off the side of a wall and jump

☑ **Test Cases / Acceptance Criteria**   Delete...

☐ When the player is falling and also tou... a wall can the player trigger a jump?

☐ When jumping off a wall does the player charact... mp up and away from the wall?

☐ Can the player not jump back onto the same wall and ... higher than they started (avoid wall climbing)?

...d an item...

💬 A   Comment

⧖ | me | now | S | / | E | note | **Enter**
Help

ADD TO CARD

👤 Members
🖉 Labels
☑ Checklist
🕓 Due Date
📎 Attachment

ACTIONS

⧖ 00:00:00s
→ Move
☐ Copy
👁 Watch
🗄 Archive

Share and more...

Add yourself as a member of any card you are responsible for

Click the hourglass to start logging hours if interface isn't already visible

The person who is taking ownership of the task and hours.
Defaults to "me"; the person entering the hours on the card

Log the hours here
E for estimate (sprint planning)
S for time spent (tracking your progress)

REVIEW

Sprint 4: Beta

Sprint Goals
- All assets are in their final, nonplaceholder form
  - (sprites, particles, animations, sounds, music…)
- Final game progress
  - (all levels, challenges, modes…)
- All target platforms functioning
  - (PC, web player, tablet)
- Various finalizing
  - Final Credits
  - Installer created
  - Verifying TRC compliance

Hourly commitment
- 4 dedicated workdays
- ~28 hours a person