Agile Workflow – Between the lines

## Overzicht Sprints

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| Sprints + start | Team Taken | User stories |
| Sprint 1 | Github and project preps | 1-4 |
| Sprint 2 | Standup begin | 5-8 |
| Sprint 3 | Standup begin | 9-12 |
| Sprint 4 | Standup begin | 13-17 |

# Sprint 1

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| Sprint 1 – User Stories   1. As a player, I want to move Clara around using basic controls so I can explore. 2. As a player, I want to interact with objects to progress through puzzles. 3. As a player, I want smooth movement to make navigation comfortable. 4. As a player, I want Clara to have basic animations while moving. | Sprint 1 – To Do list   1. Implement movement controls (walking, turning). 2. Implement object interaction. 3. Adjust movement physics and responsiveness. 4. Create walking/running animations for Clara. |

# Sprint 2

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| Sprint 2 – User Stories   1. As a player, I want to solve puzzles to progress in the game. 2. As a player, I want to collect items to use in puzzles. 3. As a player, I want to use special abilities like Ultra V.I.S.I.O.N. to solve hidden puzzles. 4. As a player, I want visual hints when I’m stuck on a puzzle. | Sprint 2 – To Do list   1. Task: Design and implement a simple puzzle (e.g., button press to open a door). 2. Task: Create collectible items (e.g., keys, tools). 3. Implement Ultra V.I.S.I.O.N ability. 4. Implement a hint system for puzzles. |

# Sprint 3

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| Sprint 3 – User Stories   1. As a player, I want to explore a small section of the factory to get a feel for the environment 2. As a player, I want to experience some basic environmental horror effects (e.g., flickering lights, eerie sounds). 3. As a player, I want to find one or two logs scattered around the environment that hint at the factory's backstory. 4. As a player, I want to hear basic ambient sounds (e.g., creaky doors, distant echoes) to make the environment feel more alive. | Sprint 3 – To Do list   1. Design and implement a small, explorable area of the factory (1-2 rooms). 2. Add simple environmental effects to enhance atmosphere. 3. Place a couple of hidden collectible logs/notes in the demo area. 4. Task: Implement a few key sound effects to build tension. |

# Sprint 4

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| Sprint 4 – User Stories   1. As a player, I want to be able to save my progress so I can continue from where I left off. 2. As a player, I want to easily understand the basic controls to navigate the game. 3. As a player, I want to know when I’ve completed a puzzle or action. 4. As a player, I want the game to run smoothly with minimal bugs. 5. As a player, I want to have a clear idea of the next objective, but not be overwhelmed with too many choices. | Sprint 4 – To Do list   1. Implement a simple save/load system for the demo. 2. Create a simple tutorial or control screen at the start. 3. Add basic visual feedback or sound effects when solving puzzles or completing objectives. 4. Conduct a round of playtesting, focusing on fixing major bugs and improving performance. 5. Task: Implement a basic quest indicator (could be as simple as a visual hint or text prompt) for next steps. |