Alpha Milestone

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

Previous sprint review

- Finalize Trello board
  - All user stories in final categories
  - Hours spent on all tasks entered

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

- Staff will copy incomplete work from sprint to product backlog
  - 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?

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

To Dos

Sprint planning
- Understand an overall sprint goal
- Select stories from the product backlog to achieve that goal
- Move the selected userstories to this sprint board
- Reviewed and edit test cases and task lists where needed based on the shifting vision of the game
- Evaluate the difficulty/hours/complexity of the stories selected through planning poker
- Distributing the workload among the team by assigning owners for all of the stories

- Sprint plan must be reviewed and accepted by the CD before the end of lab

Sprint 4: Beta

Sprint Goals

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

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

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

- Various finalizing
  - Final Credits
  - Installer created

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

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

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

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

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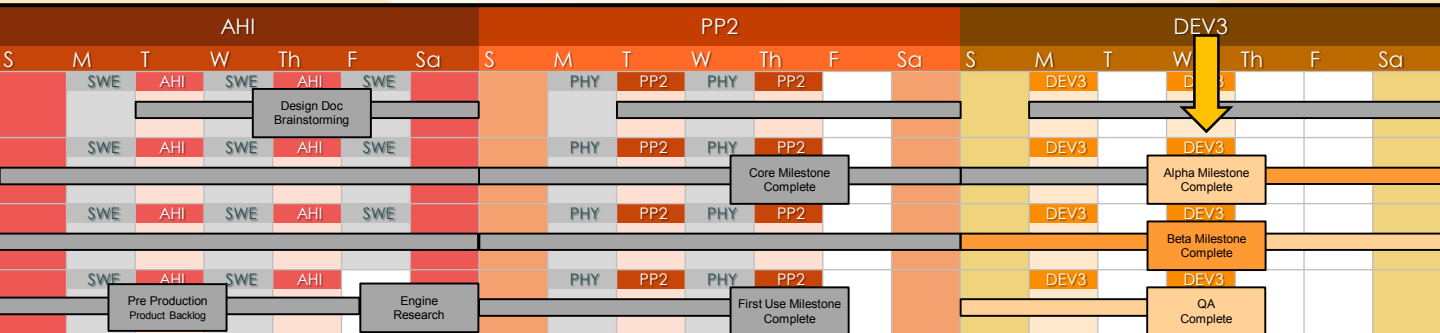- Git integration
- Single user write access for free version

Your own host option
- Completely DIY
- No limits

Sprint 4: Beta

Hourly commitment
- 4 dedicated work days
- ~28 hours a person

Sprint review day 6 of PP3

Logging Hours with Trello

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)

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...

REVIEW

Sprint 4: Beta

Sprint Goals
- All assets are in their final, non placeholder 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

Hourly commitment
- 4 dedicated work days
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