

## **Sprint 2 Report**

Alien Clean Up

Team SLIME BOYS

revision #:1

revision date: 7/16/2018

### **Actions to stop doing:**

- Team should stop making changes to core implementations without verifying them with the rest of the team.

### **Actions to start doing:**

- Team should start having more brief meetings to make sure everyone is working on something.
- Team should start asking the other team members for help if they are stuck on a problem or are unsure of how to implement a feature.

### **Actions to keep doing:**

- Keep posting update gifs in the Discord chat.

### **Work Completed:**

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players.

- Key poses for Janitor animations
  - Move
  - Vacuum
- Key poses for Slime animations
  - Move

(5) As a Player, I want a field to play on, so that we can compete with the other team. (Expand from Sprint 1).

- Design a basic level layout
- Build the basic level layout in Unity

(5) As a Player, I want menus to select game options with.

- Implement pause Menu
- Implement pre-game options menu

**Work NOT Completed:**

**The following were completed to about 80% implementation but do not meet the teams standard of done:**

(12) As a Player, I want the game to be satisfying and fun to play.

- Implement Janitor Sprinting and Slipping mechanic
- Implement Janitor vacuuming floor slime and player slimes
- Implement Slime stretch and fling mechanic
- Implement Slime fusing

**The following were not completed:**

(12) As a Player, I want the game to be satisfying and fun to play.

- Implement Slime mass variation
- Implement Janitor vent attachment

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players.

- Key poses for Janitor animations
  - Sprint
- Key poses for Slime animations
  - Stretch and Fling

Work Completion Rate:

Sprint 2 Burn-Up Chart

