

## **Sprint 3 Report**

Alien Clean Up

Team SLIME BOYS

revision #:1

revision date: 7/23/2018

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

- Team should stop being late to meetings.

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

- Team should have a dedicated playtest to finish fine tuning the gameplay.

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

- Keep posting update gifs in the Discord chat.
- Team should keep asking the other team members for help if they are stuck on a problem or are unsure of how to implement a feature.

### **Work Completed:**

(8) As a Player, I want the game to be satisfying and fun to play. (Finish these implementations from sprint 2)

- (3 hours) Implement Janitor Sprinting ~~and Slipping~~ mechanic
- (6 hours) Implement Janitor vacuuming floor slime and player slimes
  - + Implement slime jail and jailbreak
- (4 hours) Implement Slime stretch and fling mechanic
- (8 hours) Implement Slime fusing

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players. (Finish from sprint 2)

- (4 hours) Key poses for Janitor animations
  - Sprint
- (4 hours) Key poses for Slime animations
  - Stretch and Fling

(5) As a Player, I want the game to be bug free.

- (10 hours) Perform testing of individual desired interactions
- (10 hours) Perform bug fixing of errors

(5) (12 hours) As a Player, I want the game to have lots of visual feedback and polish.

**Work NOT Completed:**

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players. (Finish from sprint 2)

- (4 hours) Key poses for Janitor animations
  - Sprint

**Work Completion Rate:**

**Total Days in Previous Sprint:** 7 Days

**Total Estimated Hours:** 58 hours / 62 hours completed

**Total Stories Completed:** 4 stories / 5 stories completed

**Average Stories Per Day:** 0.43 stories per day

Sprint 3 Burn-Up Chart

