

## **Sprint 1 Report**

Alien Clean Up

Team SLIME BOYS

revision #:1

revision date: 7/9/2018

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

- Team should stop pushing to master. Make a branch and push to that instead, changes will be merged into master on approval.

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

- Team should start having more brief meetings to make sure everyone is working on something.
- Team should start posting regular updates about progress in the Discord chat.
- Team should start having play tests to gauge feedback on what about the game is fun and what isn't.

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

- Keep working?

### **Work Completed:**

(5) As a Team, we want everyone to have some basic knowledge of Unity Engine.

- If you haven't worked with Unity before, do some of the tutorials. (Multiple members may work on this)
- Ensure everyone can commit to the github or the Unity collaborate project

(3) As a Player, I want to be able to control my character.

- Implement input assignment for all 4 players
- Implement basic movement for all 4 players

(5) As a Player, I want a field to play on, so that we can compete with the other team (slimes or cleaner).

- Design a basic level layout

- Build the basic level layout in Unity
- (8) As a Player, I want a game that can be won or lost.
- Implement the slime laying and clean up mechanic
  - Implement the round timer
- (3) As a Player, I want a form, so that I know where I am.
- Add key graphics for all 4 players

#### Work NOT Completed:

- (3) As a Player, I want to be able to control my character.
- Implement some other action the players may perform
- (8) As a Player, I want a game that can be won or lost.
- Implement the calculation of area covered vs clean
- (3) As a Player, I want a form, so that I know where I am.
- Add different key poses for actions players perform

#### Work Completion Rate:

Sprint 1 Burn-Up Chart

