

Week 7 Development log

Team: Tumbleweed Studios

Developer: Stefan Auburn

- What was the focus of the sprint?

Modifying the build based on playtests done within the group/studio or outside of class. The main focus of this sprint is improving the usability and ensuring our core experience is enhanced.

- What user stories were included?

As a player, I want to be able to switch between puzzles and dialogue, in order to solve the heist puzzles alongside looking through conversation, creating an engaging experience

As a player, I want to be able to search within a well written and easy to understand dialogue for the clues, in order to get an appropriate level of challenge and excitement when solving puzzles

- Include screenshot of Jira

▼ Week 6-9 sprint19 Feb - 12 Mar (3 issues)

TUMBLE-23

As a player, I want to be able to search within a well written and easy to understand dialogue for the clues, in order to get an appropriate level of challenge and excitement when solving puzzles

High

To Do

13

Stefan Auburn

TUMBLE-25

As a player, I want to be able to see the impact of my actions when interacting with puzzles, in order to feel like I made an impact on the story and receive positive/negative feedback to further influence/guide my actions

High

To Do

5

Stefan Auburn

TUMBLE-09

As a player, I want to be able to switch between puzzles and dialogue, in order to solve the heist puzzles alongside looking through conversation, creating an engaging experience

High

Done

21

Stefan Auburn

+

Create issue

▼ Backlog(8 issues)

31

Plan on whiteboard

Create sprint

TUMBLE-24

As a player, I want to be able to circle back to conversations mimicking the flow of a natural conversation, in order to not be able to miss clues permanently and to remain engaged in the narrative

High

To Do

8

Stefan Auburn

TUMBLE-26

As a player, I want to be able to write down notes from the conversation that I can reference at the same time as doing the puzzle, in order to not fail the puzzle because my shortterm memory was flawed

High

To Do

13

Stefan Auburn

TUMBLE-27

As a player, I want to be able to see and hear the setting, in order to better understand the narrative/fantasy

High

To Do

5

Stefan Auburn

TUMBLE-28

As a player, I want the game to be stable, so I can perform a multitude of in game actions without breaking the game and thus ruining the experience

High

To Do

5

Stefan Auburn

- What tasks were assigned to me?

I worked on a playtest outside of class and found out some problems relating to the puzzle interactions. I focused on incorporating feedback that shows what inputs the players have put into the ID puzzle so players aren't pressing buttons blindly.

- Include what user story they were connected to

As a player, I want to be able to switch between puzzles and dialogue, in order to solve the heist puzzles alongside looking through conversation, creating an engaging experience

This week it was about modifying and enhancing the core experience in my case the puzzle interactions

Week 7 Development log

- What tasks did I complete & not complete?

Was only able to do one playtest however was able to incorporate that feedback in a timely manner and determine the next steps in fixing it further (determine MVP of that puzzle).

- How did I feel about the build during sprint review?

Aside from the bugs after completing the puzzle and continuing to press the buttons when the 2nd test was done players could see what they had typed and it functioned great allowing the puzzle to be completed with less problems revolving around not knowing what they had typed.

- How did I feel about what I was able to get done?

I'm glad that the puzzles looks and feels better to input however I'd like to add a bit more of a coroutine for the incorrect ID's so it can wait a bit before resetting and I am going to need to do fix how you can still put in new inputs after completing the puzzle (script needs to shut off after puzzle completed)

- What I learned during this sprint?

I got to improve my coding skills surrounding working within the puzzle canvas once more and provide a blueprint for future puzzles to follow with instantiating images at specific locations based on player choices. Evan and I as the puzzle members are toying with ideas for future puzzles and how we can incorporate aspects of this one into the new one ensuring players continue to understand these puzzles easily,