

Project Plan

Project Summary

In the game you're trapped in a magical dungeon, and you must use spells you learn throughout it to solve puzzles and finally escape. All controls of the game will use hand gestures and this will also be the way you cast the spells.

Company: Rogue Ape Studios (XR Department)

Team

Roles

Davey: Scrum Monkey, Environmental Monkey
Loes: Game Design Monkey, Communication Monkey
Rick: Puzzle/ Level Design Monkey, Art Monkey
Tim: Code Monkey King (focus on hand tracking)
Luc: UI/UX Monkey, Code Monkey
Yori: Code Monkey, Notulist Monkey



Itch link: <https://rogue-ape-studios-xr.itch.io/>

github link: <https://github.com/Rogue-Ape-Studios-XR>

Daily Planning

On location: 10:15-10:30 daily standup

Online: 10:00-10:15 daily standup

16:00 end of the day

Sprint Planning

Week	1	2	3	4	5	6	7	Break	8	9	10	11	12	13	14	15	Break	Break	16	17	18	19	20
date	2-9	9-9	16-9	23-9	30-9	7-10	14-10	21-10	28-10	4-11	11-11	18-11	25-11	2-12	9-12	16-12	23-12	30-12	6-1	13-1	20-1	27-1	3-2
Collective	Launch week	Practice project							Study Day		Career Day					Study Day					Inno. Insight Event		
		Study Afternoon																					
Individual											Deep dive	Deep dive											
Group projects			Sprint 0	Sprint 1		Sprint 2			Sprint 3		Wrap-up	Sprint 0	Sprint 1		Sprint 2				Sprint 3		Wrap-up		
Portfolio reviews					Submit portfolio (end of wee)	Portfolio review 1					Submit portfolio (end of wee)	Portfolio review 2			Submit portfolio (end of wee)	Portfolio review 3				Submit portfolio (end of wee)	Final portfolio assessment	Repairs	Repairs

Start and end on wednesday

Sprint 0: 16-09 -> 25-09

- Initial research and design documents

Sprint 1 25-09 -> 09-10

- Designing and prototyping on a basic level

Sprint 2: 09-10 -> 30-10

- Prototyping with proper implementation

Sprint 3: 30-10 -> 13-11

- Optimization/ polishing/ trailer

Group Manifesto

[Secrets-of-Ignacios/Manifesto.md at develop · Rogue-Ape-Studios-XR/Secrets-of-Ignacios \(github.com\)](#)

Stakeholder Communication:

A MS Teams group with every group member and the stakeholder.

Definition Of Done

Code:

- Code follows code convention
- Approved by at least one member besides the creator

Design:

- Backup design choices with analysis
- Approved by all group members (pitch design)

Total:

- Approved by the Product Owner
- Merge from dev to main has been approved by 2 group members
- Playtested thoroughly

Design Challenge

Form of Solution: we want to design a VR Puzzle game where you use hand gestures in order to solve the puzzles ahead

Users: for people of around ages 10 to 65

Context: that know what it's like to be in VR and are looking for a fun game

Activities to perform: solving the puzzles by using spells created by physical hand gestures

Target Performance: where the player feels fun by discovery and sensation

We want to design a VR Puzzle game where you use hand gestures in order to solve the puzzles ahead, for people of around ages 10 to 65, that know what it's like to be in VR and are looking for a fun game, solving the puzzles by using spells created by physical hand gestures where the player feels fun by discovery and sensation.

Miro board

https://miro.com/welcomeonboard/RkVJVVB5N01FMUdVU1Q4U0J0QUpVdDViYzhzRm5makNHM2tLaGFaTkxmV1p1Y2lxNHFRa0hwY3RISXM3MXdXcnwzNDU4NzY0NTQwNjc1MTcyNzI5fDI=?share_link_id=149818892564