# Creaking Grounds

## Sprint 9 – December 3, 2015

### Overall:

This report encompasses 2 weeks’ worth since there was Thanksgiving Break. We’re happy to announce our game is ready for Beta and is bug free. During Thanksgiving Break, I gave my team the week off because we worked so hard to get the game working before the break. It’s been a lot of long hours again but we all came together and did a couple game jams to get the work done. Keep in mind that many of these hours are shared amongst because even though some of us weren’t working, they were there to support the team while others did. This is primarily because it was just finishing up the programming side. Everyone was together for more than 10 hours.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Designed additional artifact effects [Estimated: 3.5 hour | Actual: 3.5 hour] * Design Beta Survey [Estimated: 1.5 hour | Actual: 1.5 hour] * Design the Curse Awakening Briefing Screen [Estimated: .5 hour | Actual: .5 hour] * Fix briefings to include specific stats and behaviors to perform to win during the Curse [Estimated: .5 hour | Actual: .5 hour] * Music needs to be turned down a bit [Estimated: .5 hour | Actual: .5 hour] * Design curse damage mechanics [Estimated: .5 hour | Actual: .5 hour] |
| Conner Garrison | * Victory message appears for defeated curse player [Estimated: 0.5 hour | Actual: 0.5 hour] * Dead gibbering madness still emanates sound and has smoke [Estimated: 0.5 hour | Actual: 0.5 hour] * Players who won did not get a message [Estimated: 0.5 hour | Actual: 0.5 hour] * Error in Build Char for perk apply stat [Estimated: 1 hour | Actual: 2 hour] * Player that killed the cursed still took damage after cursed death [Estimated: 0 hour | Actual: 0 hour] * Player deaths from Creakening [Estimated: 1 hour | Actual: 1 hour] * Tab needs to close the inventory [Estimated: 0.5 hour | Actual: 0.5 hour] * Party was using Willpower to attack instead of brawn [Estimated: 0.5 hour | Actual: 0.5 hour] * No player info bug fix [Estimated: 0.5 hour | Actual: 0.5 hour] * UI indication when player takes damage [Estimated: 1 hour | Actual: 1 hour] * Players are not spawning with their perk effects [Estimated: 0.5 hour | Actual: 0.5 hour] * Char build character is dark and unseeable sometimes [Estimated: 0.5 hour | Actual: 0.5 hour] * Effects don’t seem to ear off properly sometimes [Estimated: 0.5 hour | Actual: 0.5 hour] * Awakening Text setup [Estimated: 3 hour | Actual: 5 hour] * Fix smoke on Betrayer’s View [Estimated: 1 hour | Actual: 1 hour] |
| Sean Drevs | * Make items and consumables into stencils [Estimated: 1.5 hour | Actual: 1.75 hour] * Make screen effects [Estimated: 1.5 hour | Actual: 2 hour] * Update some of the character models [Estimated: 2 hour | Actual: 2.5 hour] |
| Jason Marquez & Conner Garrison | * Rework Gibbering Madness [Estimated: 13 hour | Actual: 13 hour] * Clients can look through same furniture and can’t get items [Estimated: 3 hour | Actual: 3 hour] * Client doesn’t see other’s correct model. Host sees client’s model correctly [Estimated: 3 hour | Actual: 3 hour] * Rework Multiplayer Code [Estimated: 20 hour | Actual: 21 hour] * Debug Text for Opened Container gives error [Estimated: 1 hour | Actual: 1 hour] |

### Incomplete Tasks:

No Incomplete Tasks

### Burndown Chart:

