# Creaking Grounds

## Sprint 5 – October 29, 2015

### Overall:

This week has been a busy development week for us. By far the most we have had so far. On saturday, we had a game jam which went for 10 hours. As a team we got a lot accomplished and had a great time doing it. We had food made up and a whole section of the room devoted to building our game. Not only did we accomplish a lot of work, but we also bonded as a team. Keep in mind some tasks were stretched to go over 2 weeks and not only 1 because of its time commitement.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Develop in-game music [Estimated: 5 hours | Actual: 5 hours] * Develop room prefabs and mansion [Estimated: 8 hours | Actual: INCOMPLETE] |
| Conner Garrison | * Create glowing reticle when aimed at an interactable object [Estimated: 1 hours | Actual: 1 hours] * Create a kit that can help Andrew in mansion development [Estimated: 5 hours | Actual: 5 hours] * Design and layout Character Creation menu [Estimated: 5 hours | Actual: 8 hours] * Code and make Character Creation menu functional [Estimated: 5 hours | Actual: INCOMPLETE hours] |
| Sean Drevs | * Create 75% of the 2D artifacts which will be used in-game [Estimated: 24 hours | Actual: 28 hours] |
| Jason Marquez | * Develop main menu and lobby system DUE NOV 5th [Estimated: 15 hours | Actual: 8 hours so far] * Develop multiplayer for gameplay [Estimated: 15 hours | Actual: 2 hours so far] |

### Incomplete Tasks:

We did not develop the mansion completely in time for this Thursday. We will get it complete by Friday night however.

The Multiplayer systems did not get complete today, but that is because it is a large process which takes longer than just a week. It will be complete by Alpha Test Day

### Burndown Chart:

