# Creaking Grounds

## Sprint 6 – November 5, 2015

### Overall:

This week has been immensely busy as we prepare for our Alpha test. Connor and Andrew met on Sunday for 12 hours, working on UI and preparing sound for our first Curse. Also, they finished furnishing the mansion, not just building out prefabs and floor plan. Over the week, we all worked independently, getting networking support code written, more UI and interactivity to the mansion and getting more art assets done for mundane items. Then we capped off our week with yet another code jam Wednesday, starting at 11 and working through the day and night to make sure the game is an actual game for our Alpha.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Create Alpha question form [Estimated: 1 hour | Actual: 1 hour] * Finish Mansion [Estimated: 8 hours | Actual: 10.5 hours] * Record and finalize Gibbering Madness sounds [Estimated: 3 hours | Actual: 2 hours] * Set up sounds in Unity to play according to patterns [Estimated: 2 hours | Actual: 1.5 hours] * Make all sounds 3 dimensional so that they are limited by distance [Estimated: 1 hour | Actual: 2.5 hours] * Help with first game mode [Estimated: 8 hours | Actual: 16 hours] |
| Conner Garrison | * Code and make Character Creation menu functional [Estimated: 5 hours | Actual: 13 hours] * Implement other character models [Estimated: 2 hours | Actual: 2 hours] * Inventory HUD and interaction [Estimated: 8 hours | Actual: 10 hours] * Implement first game mode [Estimated: 8 hours | Actual: 16 hours] |
| Sean Drevs | * Create 2d Artwork [Estimated: 10 hours | Actual: 6 hours] |
| Jason Marquez | * Develop main menu and lobby system DUE NOV 5th [Estimated: 10 hours | Actual: 20 hours so far] * Develop multiplayer for gameplay [Estimated: 10 hours | Actual: 25 hours so far] * Implement first game mode [Estimated: 8 hours | Actual: 16 hours] |

### Incomplete Tasks:

No tasks that were expected for the Alpha were incomplete. The Alpha is prepared, in spite of complications, difficulties and long hours. We completed the tasks we had incomplete last sprint.

### Burndown Chart:

