# Creaking Grounds

## Sprint 7 – November 12, 2015

### Overall:

This week has been a rest week with mild tasks assigned to each team member due to the stress of the past week. All team members were assigned mandatory 4 hours of playtesting. Andrew was responsible for planning the game trailer as well as audio editing. Jason was assigned video editing. Sean continued the enormous task of icons and art for items in the game. Conner was tasked with various bug fixes and patches.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Add music to the Alpha [Estimated: 0.5 hour | Actual: 0.5 hour] * Film game trailer [Estimated: 1 hour | Actual: 2 hour] * Play testing [Estimated: 4 hour | Actual: 4 hour] * Create story and video script [Estimated: 3 hour | Actual: 3 hour] * Audio editing [Estimated: 1 hour | Actual: 2 hour] |
| Conner Garrison | * Fix player mouse appearing/disappearing at inappropriate time [Estimated: 1 hours | Actual: 1 hours] * Film game trailer [Estimated: 1 hour | Actual: 2 hour] * Play testing [Estimated: 4 hour | Actual: 4 hour] * Darken mansion lighting [Estimated: 0.1 hour | Actual: 0.1 hour] * Add simple flashlight [Estimated: 0.25 hour | Actual: 0.25 hour] * Link door animation sounds to animation state [Estimated: 0.5 hour | Actual: 0.5 hour] |
| Sean Drevs | * Create icons for player stats [Estimated: 6 hours | Actual: 5 hours] * Film game trailer [Estimated: 1 hour | Actual: 2 hour] * Play testing [Estimated: 4 hour | Actual: 4 hour] |
| Jason Marquez | * Film game trailer [Estimated: 1 hour | Actual: 2 hour] * Video editing [Estimated: 1 hour | Actual: 2 hour] * Play testing [Estimated: 4 hour | Actual: 4 hour] |

### Incomplete Tasks:

There were no assigned tasks that were incomplete, but there is a backlog of bugs that have not been started on quite yet.

### Burndown Chart:

