# Creaking Grounds

## Sprint 8 – November 19, 2015

### Overall:

This week is starting to feel like our game is finally coming together. This week we focused on fixing bugs and completing mechanics of the game that had to be completed. We realized how awful the networking code of Unity is, and most of the time is just trying to fix Unity’s own bugs in their code.

### Tasks and Time Commitment:

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| --- | --- |
| Andrew Eagle | * Rebuild the mansion [Estimated: 4 hour | Actual: 4 hour] * Redo sound files for the Gibbering Madness [Estimated: 5 hour | Actual: 4 hour] * Write and implement flavor text for perks and items [Estimated: 2 hour | Actual: 2 hour] |
| Conner Garrison | * Item / Equipment need affect player [Estimated: 0.5 hours | Actual: 0.5 hours] * Player continues movement after opening container [Estimated: 0.5 hour | Actual: 2 hour] * Consolidate container prefabs to a container prefabs folder [Estimated: 1 hour | Actual: 1 hour] * Inventory doesn’t move the camera [Estimated: 0.5 hour | Actual: 0.5 hour] |
| Sean Drevs | * Create junk artwork [Estimated: 9 hours | Actual: 7.5 hours] * Make perk icons [Estimated: 9 hour | Actual: 6.5 hour] |
| Jason Marquez | * Only host can interact with doors [Estimated: 6 hour | Actual: 3 hour] * Lobby shows up after loading game [Estimated: 1 hour | Actual: 1 hour] * Rework Gibbering Madness [Estimated: 13 hour | Actual: 5 hour] INCOMPLETE * Rework Multiplayer code [Estimated: 20 hour | Actual: 16 hour] INCOMPLETE |

### Incomplete Tasks:

The multiplayer code and game mode for Jason was incomplete. We were hoping to get it done by now, but coding in multiplayer has become a pain. Unity has bugs in their code which causes problems on our side and making our job almost impossible with our knowledge on the issue. We are pushing through it as best we can and will do our best to get it done by Beta release.

### Burndown Chart:

