

Friendshaped sprint plans

This document is a place for us to capture the work we do in sprint planning and sprint review meetings. We do fortnightly sprints, and the first one we'll be documenting here will be our sprint planning and kick off session on the 25th of November.

Sprint planning sessions on Thursdays, reviews on Mondays.

Sprint Planning 25/11/21

Check-in:

First meeting documented properly. Both doing okay, ready to start some real work on our project after some mental health issues earlier in the term.

Tasks Identified to work on:

- Make art assets for the locomotive, dining cart, and sleeping carts. Internal and external.
- Tie together loop, and player movement scripts already created.
- Implement art in Unity.
- Finalize characters
 - Define characters further following positive feedback from testing session.

Sprint Review

Check-in:

Good sprint! Building blocks to really start smashing out some game dev.

What did we complete?:

- Train art made.
- Art for train implemented in unity
- Player can move around and between carriages.
- Timer moves along slider at bottom of UI, scene resets when it reaches the end.
- Defined all our characters, started concept art
- Wrote out timeline of events for the night before

What went well, what obstacles did we face?

We started to get something that looks like a game in Unity! We worked consistently this sprint and met our goals.

Some stages were held up because we needed to focus more on the design elements first. For example, it was tricky to draw the inside of the train without knowing the layout, which was determined by the design and the flow of events. To combat this, we spent time together as a team writing out a time stamped timeline for the night before the game begins which specifies where characters were at different times, who saw them, etc. This should make future development easier, especially writing the dialogue.

Sprint Planning 09/12/21

Check-in:

Excited to continue development. There is a bit of illness in our shared house, but we're taking steps to avoid our housemate and stay well.

Tasks Identified to work on:

- Character busts for dialogue screen
- Environment art for inside individual bed chambers
- Start writing dialogue in ink

Sprint Review

Check-in:

We've both been quite unwell, which has dramatically slowed development.

What did we complete?:

- Character busts for the Lady, Inspector, Doctor
- Started writing dialogue in Ink
- Added detail to carriage interiors

What went well, what obstacles did we face?

We managed to make progress this week, and get some final designs for some of our characters.

We were slowed down a lot due to illness. This meant we weren't able to complete busts for all of the characters in the game, and we didn't draw interiors for individual bed chambers. Reflecting on the time left to us, we have decided to remove the bedchambers from our design - having more complex environments with separate rooms to explore would be preferable, but they aren't essential to our main goals of an interesting narrative that can be replayed. To balance this out, we added more interesting art to the rest of the train, such as different doors for the different NPCs bed chambers, and a more interesting looking bar area. This should make the environment more immersive while being quicker to create and implement.

(half)Sprint Planning 17/12/21

Check-in:

We're heading back home for christmas so this is more of a mini check in, we aren't expecting to work on much until the holidays are over in January.

Tasks Identified to work on:

- Finish Dialogue
- Add Juice
- Build dialogue scene

Sprint Review

Check-in:

We managed to crack through and produce a lot over the holidays! Happy with progress, mainly just have to tie things together next.

What did we complete?:

- Basic dialogue with branching story lines and reveals for all 5 NPCs written in Ink
- Animations, interaction prompts, and particle effects added to the game
- Basic chat system built, with the ability to click in game and enter a dialogue with player input.

What went well, what obstacles did we face?

We got a lot of new content finished!

The biggest obstacle was working separately from one another with different tools.

In particular, Josie didn't have any way to work from home until they got a laptop on christmas, and even then it couldn't handle Unity or Photoshop. We were aware this might be the case, so they spent the last week or so just focusing on our website and writing lots of content for the dialogue.

Sprint Planning 03/11/2022

Check-in:

Last push! It feels like we have a lot left, but all of the key elements that make the game interesting and replayable are there, we just have to develop it into something we're proud to deliver.

Tasks Identified to work on:

- Implement ink scripts in the dialogue system
- In-train character art
- Last NPC busts
- Player animations
- Sounds
- Game Loop

Key Dates/headlines:

Hand in on the 17th, aiming to finish all development by the 13th.

Sprint Review

Check-in:

We've worked really hard and it's come together really well! Proud with what we have, and we both want to develop it further in the future.

What did we complete?:

- Sounds and BG music
- Full Game loop with win and lose endings
- Full art, for ui, in game, and dialogue screens.

Project Management Review

Working with agile has allowed us to be flexible with our development. This proved very important for us, as we both fell sick during this project. As a two person team, this had a big effect on the work we were able to output, but because we worked iteratively it was easy to decrease the scope in order to allow everything to be completed to a high standard. Features such as items were originally planned to be implemented in this initial release, but we prioritised building a vertical slice of the project, focusing on the core elements of:

- Strong character driven narrative
- An immersive environment
- Replayability

Our final deliverable reflects these core elements well, and is built in such a way that it is easily extendable for further development.