# Release Overview

## Feline Friendship Force

## Alpha

* Feature complete
* Completely playable no missing features (no matter how small)
* All art and design of shippable quality
* No placeholder assets
* Understood that balance and bugs fixes remain
* Passes compatibility testing
* Install build

## Epics/Conditions of Satisfaction

* Epic: As the player, I want the game to be more interesting.
  + COS: Add juice to UI.
  + COS: Add animations, sounds and fonts to the game.
  + COS: Add box, cat nip and bone features to levels.
* Epic: As the player, I want to know how the dog AI works.
  + COS: The dog notice effect appears when it sees a cat.
  + COS: Place dog paw prints to show AI patrol path.
  + COS: Display which cat the dog is chasing after.
* Epic: As the player, I want to know what is interactable in the game.
  + COS: Place a shader on each cat.
  + COS: Make pressure plate display water flowing out of water hose.
  + COS: Test dog having the first turn.
  + COS: Add finger swiping to interact with UI tutorial.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/23 - 11/5 | 30 | 150 |

## Sprint Burn-Down Table

|  |  |  |
| --- | --- | --- |
| Date | Total # Team Hours on Sprint Board  (Effort at start of day) | Total # Team Hours Remaining on Sprint Board  (Effort Remaining at end of day) |
| 10/23 | 150 | 132 |
| 10/24 | 132 | 115 |
| 10/25 | 115 | 105 |
| 10/26 | 105 | 98 |
| 10/27 | 98 | 85 |
| 10/30 | 85 | 70 |
| 10/31 | 70 | 54 |
| 11/1 | 54 | 29 |
| 11/2 | 29 | 14 |
| 11/3 | 14 | 0 |

## Sprint Tasks Completed

## Variances

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sprint | Est Hours | Act Hours | Variance | % Variance |
| Proof of Concept Gameplay – Sprint 1 | 36 | 40 | 4 | 10 |
| Vertical Slice – Sprint 2 | 72 | 74 | 2 | 3 |
| Alpha – Sprint 3 | 150 | 150 | 0 | 0 |
| Open Beta – Sprint 4 |  |  |  |  |
| Launch – Sprint 5 |  |  |  |  |
| Averages |  |  |  |  |

|  |  |
| --- | --- |
| Sprint | Reason for Variance |
| Proof of Concept Gameplay – Sprint 1 | Bugs appeared and were unsure how long everything was going to take. |
| Vertical Slice – Sprint 2 | Adding a new member brought challenges and benefits to our development and new bugs arose which we were able to mitigate earlier |
| Alpha – Sprint 3 |  |
| Open Beta – Sprint 4 |  |
| Launch – Sprint 5 |  |

# Release Quality Statistics

|  |  |  |
| --- | --- | --- |
| Sprint | # Playtest Hours | # Defects Found/Fixed |
| Proof of Concept Gameplay – Sprint 1 | 1 | 4/4 |
| Vertical Slice – Sprint 2 | 2 | 16/16 |
| Alpha – Sprint 3 | 6 | 42/40 |
| Open Beta – Sprint 4 |  |  |
| Launch – Sprint 5 |  |  |

Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | Stuff got done in time |
| 5 | No major time crunch |
| 5 | We communicated better |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Artist overloaded |
| 5 | Taking too long to make decisions |
| 5 | Immigration went poorly |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Communicate better as a team |
| 5 | Communicate better with stakeholder |
| 5 | Integrate more frequently |
| 5 | Juice it up! |