# Release Overview

## Feline Friendship Force

## Beta Definition

* *First version that is a believable shipping candidate*
* *No known show stopper issues remain*
* *Gather user feedback to determine polish and balance requirements*

## Epics/Conditions of Satisfaction

* Epic: As the player, I want a reason to buy the game.
  + COS: Create a good marketing campaign.
  + COS: Make the game look appealing.
* Epic: As the player, I want to feel rewarded.
  + COS: Add particle systems to the win screen.
  + COS: Add barking and sniffing sounds to dog.
  + COS: Add sounds to collecting cat nip and entering box.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 11/06 - 11/17 | 24 | 120 |

## 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) |
| 11/6 | 120 | 108 |
| 11/7 | 108 | 97 |
| 11/8 | 97 | 92 |
| 11/9 | 92 | 81 |
| 11/10 | 81 | 68 |
| 11/13 | 68 | 55 |
| 11/14 | 55 | 43 |
| 11/15 | 43 | 30 |
| 11/16 | 30 | 15 |
| 11/17 | 15 | 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 | 120 | 108 | 12 | 10 |
| 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 | Additional class time and new tasks limited the time we had to work on the backlog. |
| 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 | 15.5 | 18/14 |
| Launch – Sprint 5 |  |  |

Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | Limited crunch time |
| 5 | Did well during the main campus Play Test |
| 5 | Made sure our game was play tested and QAed for a good start to launch |
| 5 | Good team synergy |
| 5 | Adapted to sprint needs |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | Could’ve gotten more play testers on main campus |
| 3 | Didn’t use Jira to the full power |
| 1 | Art turned out poorly |
| 5 | GDD was neglected |
| 5 | Wasn’t able to fix all bugs |
| 5 | Sprint planning missed major elements |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Work on GDD and not save it to the last minute |
| 5 | Use Jira more |
| 5 | More descriptive on sprint planning |