# Release Overview

## Feline Friendship Force

## Launch

* Finish and ready to submit
* Master created and certified
* Archived
* All non-game assets (installers, documentation, publishing materials etc.) shippable quality

## Epics/Conditions of Satisfaction

* Epic: As the developer, I want to make sure all documentation is finished.
  + COS: Make sure the GDD is fully documented and well structured.
  + COS: Create and publish a wiki for the game.
* Epic: As the stakeholder, I want to launch the game.
  + COS: Everything is optimized for submission to Android Store.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 11/20 - 11/26 | 6 | 30 |

## 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) |
| 11/20 | 30 | 15 |
| 11/21 | 15 | 3.75 |
| 11/26 | 3.75 | 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 | 30 | 28 | 2 | 7 |
| Averages |  |  |  |  |

|  |  |
| --- | --- |
| Sprint | Reason for Variance |
| Proof of Concept Gameplay – Sprint 1 |  |
| Vertical Slice – Sprint 2 |  |
| Alpha – Sprint 3 |  |
| Proof of Concept Gameplay – Sprint 1 | Bugs appeared and were unsure how long everything was going to take. |
| Launch – Sprint 5 | A few of the programming tasks were completed earlier than expected. |

# 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 | 1.5 | 1/0 |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | We didn’t crunch |
| 5 | Everything got submitted |
| 5 | Fixed most important/annoying bugs for launch |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Some miscommunication over responsibilities. |
| 5 | Following submission guidelines |
| 4 | Saving files in odd local directories |
| 5 | Some minor bugs still needed to be fixed that we couldn’t fix |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Make sure everyone is on the same page at the beginning and end of all work days. |
| 5 | Save everything in known directories. |
| 5 | Double check submission guidelines before starting any assignment |