# Release Overview

## Feline Friendship Force

## POCG

* *Game demonstrates potential "fun"*
* *A few assets are of defined shippable quality*
* *Placeholders for some in-game functionality remain*

## Epics/Conditions of Satisfaction

# Epic: As the player, I want to know the conditions of winning and losing.

# COS: Levels have win and lose screens.

# COS: HUD shows victory condition for level.

# COS: Intro levels explain the rules.

# Epic: As the player, I want to know how movement works.

# COS: Highlight cats for selection.

# COS: When cat is selected, highlight selectable nodes.

# COS: Dog footprints to show its patrol path.

# COS: Dog notice effect when it sees a cat.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/09-10/13 | 7 | 28 |

## 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) |
| 10/09 | 28 | 24.5 |
| 10/10 | 24.5 | 18 |
| 10/11 | 18 | 12.5 |
| 10/12 | 12.5 | 7 |
| 10/13 | 7 | 2 |

## 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 |  |  |  |  |
| Alpha – Sprint 3 |  |  |  |  |
| 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 |  |
| 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 |
| Vertical Slice – Sprint 2 |  |  |
| Alpha – Sprint 3 |  |  |
| Open Beta – Sprint 4 |  |  |
| Launch – Sprint 5 |  |  |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 4 | Did better on timing |
| 4 | Had levels that showed off where we were with our game |
| 4 | Worked a lot on understanding team expectations |
| 4 | Improved Organization |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 4 | Our communication efforts healed a lot but needs to be improved through strides |
| 4 | We need to lock assets earlier and work on integration |
| 4 | Our tasks were not prioritized well |
| 4 | We did not have full synergy with the team due to learning our communication and how to work in the team |
| 4 | Our task names did not give clear enough guidance |
| 4 | Our communication efforts healed a lot but needs to be improved through strides |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 4 | We need to prioritize tasks and update regular |
| 4 | The LDs need to sit next to each other |
| 4 | We need to open team communication lines everywhere |
| 4 | We need to make and update our scrum burndown daily |
| 4 | We need to figure out additional core hours and work we are going to be completing with that |
| 4 | We need to make sure our expectations are clear with the team |