# Release Overview

## Feline Friendship Force

## Vertical Slice

* *One complete “level” or section as defined by Game Design Document Levels Section*
* *All “designated” assets are of defined shippable quality*
* *No place-holders IN “level” for art, sound, layout, or gameplay (excludes UI)*
* *All “designated” features work*
* *Includes significant portion of game play*

## Epics/Conditions of Satisfaction

* Epic: As the player, I want to feel like I want to beat the game.
  + COS: Test if puzzles are fun.
  + COS: Test if puzzles are complex.
  + COS: Test puzzles for conveyance.
* Epic: As the player, I want to feel like I'm outsmarting the game.
  + COS: Create an end for the game.
  + COS: Make sure all levels are completed.
  + COS: Make sure all UI elements are polished.
  + COS: Give players a reason to continue playing.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/16 - 10/22 | 15 | 72 |

## 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) |
| 10/16 | 72 | 60 |
| 10/17 | 60 | 43.75 |
| 10/18 | 43.75 | 27.75 |
| 10/19 | 27.75 | 15 |
| 10/20 | 15 | 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 | 72 | 74 | 2 | 3 |
| 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 | 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 |
| Vertical Slice – Sprint 2 | 2 | 16 |
| 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 |
| 5 | Adding Ashley into the fold |
| 5 | Communicating ideas to each other |
| 5 | Not over scoping for sprint |
| 5 | Looking forward at what all needs to be done with our game for sprints and completing advanced tasks |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Asset lock Synergy |
| 5 | Didn’t have a flexible plan |
| 5 | Didn’t plan well for appropriate bug testing |
| 5 | Levels didn’t have a clear difficulty curve |
| 5 | Didn’t focus on speed of task completion |
| 5 | Didn’t plan well for integration |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Maintain scheduled asset locks at the end of the day/week |
| 5 | Plan for bug fixing more |
| 5 | Add Animation |
| 5 | Optimize for android |
| 5 | Communicate often |
| 5 | Have a worst case scenario locked early |