**Game Design Studio One**

**“Spin and Jump Simulator 2015”**

**Team 5 (Spin and Jump)**

Report for Sprint One

30/03/2015 – 26/04/2015

**Team Members:**

The most honoured Master of the Scrum,SirDeinyon Davies – 11688025

Robert McClelland –11743693

Matthew Wale –11697822

Jesse Walker – 11729631

**SPRINT PLAN AND EXECUTION**

15 tasks were committed to the sprint log for the second sprint in the “Spin and Jump Simulator 2015” project. The variation in estimated time for all of these tasks was much greater than last time, ranging from 10 to 210 minutes. These estimated times depended on the complexity of the individual task. The total estimated time for the completion of this sprint was 560 minutes, or just over nine hours.

The total ideal time completed for this sprint was xxx minutes, which comprised of yy of the tasks committed to the sprint log.

The actual time worked was closer to zzz minutes for yy tasks, (longer/shorter) than anticipated.

**SCRUM MEETING LOGS**

**30/03/2015**

**4:00-5:00pm**

**Location:** UTS Building 11

**Members present:** Deinyon, Matthew, Robert

Planned, prioritised, and delegated tasks for this sprint. Discussed any immediate issues that needed to be addressed.

**15/04/2015**

**4:00-4:30pm**

**Location:** Facebook

**Members present:** Deinyon, Jesse, Robert

Discussing issues with the wall-running code, and other procedural elements. Documented progress.

**17/04/2015**

**11:30-11:45am**

**Location:** Facebook

**Members present:** Deinyon, Jesse, Matthew

Discussing issues regarding sound, and getting feedback to improve the background loop as necessary.

**19/04/2015**

**2:30-3:00pm**

**Location:** Facebook

**Members present:**  Deinyon, Jesse, Robert

Discussing issues about the procedural generation of tiles slightly further ahead of the player, and how to solve them.

**22/04/2015**

**5:00-5:30pm**

**Location:** Facebook

**Members present:** Deinyon, Jesse, Matthew, Robert

Revision of sound issues, mostly solved. Also decided that we needed to gather some playtesting data.

**23/04/2015**

**1:00-1:30pm**

**Location:** Facebook

**Members present:** Deinyon, Jesse, Robert

Ironing out more issues with wall-running, as well as those with obstacle generation and falling platforms. Also clarifying what data to collect with playtesting.

**25/04/2015**

**8:00-8:30pm**

**Location:** Facebook

**Members present:** Deinyone, Jesse, Matthew, Robert

Fixing issues with wall and path generation, and wall-running. Discussing report.

**PLAYTESTING DATA**

**Tester Feedback Date:** 23/04/2015

**Game Version:** Submitted by Jesse Walker on 21/04/2015

**Name:** Jiatong Li

**Favourite Game:** Warcraft  
**Favourite Genre:** Strategy  
**Favourite Platform:** PC

**Demographic Determined:** Home PC gamer

**Comments:**

• Good time sink, reminded him of Temple Run.

• Controls were fine and easy to pick up.

• No explanation was needed other than 'stay on the path'.

**Suggestions:**• Speed should increase over time.  
• If more types of platforms are introduced, they should be introduced gradually so as not to overwhelm the player.

**Tester Feedback Date:** 24/04/2015

**Game Version:** Submitted by Jesse Walker on 23/04/2015

*Removed obstacles so player could progress.*

**Name:** Sean Waldron

**Favourite Game:** Darksiders  
**Favourite Genre:** Hack & Slash  
**Favourite Platform:** PC  
 *Enjoys casual games as well.*

**Demographic:** PC Gamer

**Comments:**• Easy to pick up.   
• Good variations in platforms keeps player on his toes but maybe a little to many at the start.  
• Liked aesthetics (platforms).  
• Player kept trying to beat old score.  
• Too easy except sometimes couldn't physically get past spinning platforms, same with wall-running possibly jumping too early.

**Suggestions:**• Start off easy - straight with the occasional jump at the start, then gradually introduce new platforms.  
• Possibly make current speed into a tutorial and make another one with faster speed.  
• Make it possible to get past spinning platforms every time.

**BURNDOWN CHART**

AWAITING ORDERS as in just the new chart she’ll be right mate

**REFLECTION**

The second sprint was (successful/unsuccessful to some magnitude). Several new features were added to the game, all completely functional. (Not) All of the sprint tasks were completed, might do this more later since we still have most of today.

**O L D but keeping as a reference**

This first sprint was successful - we were able to ship a basic yet functional game. All of the sprint tasks were completed, and most within their predicted time. The sprint could have used more tasks, but we were able to develop the basics for the project in a rather short amount of time. Time management was an issue, and will always be one with multiple subjects. We need to bear this in mind with the next sprint, which will have more allotted tasks to complete, some of these much more complex than the tasks from this sprint.

**SPECIAL CIRCUMSTANCES**

N/A

**GITHUB COMMIT LOG**