

Coursework planning Sprint 1:

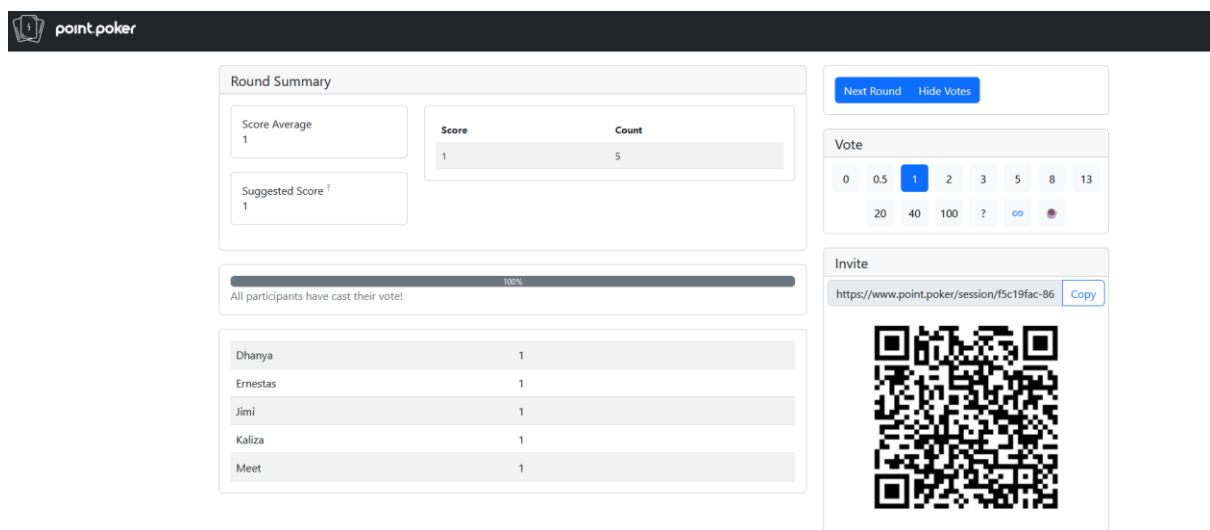
-[Task]-[Story Point]-[Person]

Lab1 Deliverables:

- Github with Unity project setup – 1 - E
- Research for selection of game ideas (3 ideas including maze game) – 1 - K
- Sketches for final idea (maze game) – 1.5 - D
- Description + Game Mechanics – 2 - M
- Git Usage documentation – 1 - M

Plan for next Lab Deliverables:

- User Stories for Game – 2 - J
- Stakeholder descriptions – 1 - K
- Minimal working product (base requirements for the game) – 1.5 - E
- Artistic Designs of the game (Menus, Levels, Characters) – 2.5 – D + J



What went well and what we need to improve for the next sprint?

What went well:

- All accounts were set up.
- Sprint planning has started. Jira with tasks for everyone. Points poker to decide number of days for each task
- Github set up with the project files.
- Game idea agreed and basics started

- Team planning with timings was good with Tuesday being our Sprint Day.

What we need to improve:

- Practice more unity
- More communication outside meetings