# Release Overview

In this build, we managed to make finish the game, including six polished levels, six different neighbors with animation, and three demons with animations.

We implemented winning and losing screens as well as final UI elements into the game.

We also implemented a lot of Juice elements for our game and all the final art for the levels.

## UN/Welcome

## Alpha:

• Feature complete

• Completely playable no missing features (no matter how small)

• All art and design of shippable quality

• No placeholder assets

• Understood that polish, balance and bugs fixes remain

• Passes compatibility testing

• Install build

## Epics/Conditions of Satisfaction

1. As a player I want a complete gameplay experience

COS:

* 1. Multiple Levels with tutorials
  2. Beautiful Art in UI, Gameplay, Scene Transition.
  3. Sound and BGM
  4. Accessible Interaction
  5. Flow Experience

1. As a player I want a game where I can enter flow

COS:

* 1. Balanced Gameplay
  2. Smooth Transition
  3. JUICE

1. As a player I want a JUICY game so I can have more fun

COS:

* 1. Balanced Gameplay
  2. Smooth Transition
  3. JUICE

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 10/23/2017 – 11/6/2017 | 30 | 150 |

## 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) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 10/23/2017 | Blake | Spring Review | 0.75 | 0.5 |
|  |  | Spring Retrospective | 0.5 | 0.5 |
|  |  | Spring Planning | 1 | 1 |
|  |  | Kleenex Test | 0.75 | 1 |
|  | Lexi | Spring Review | 0.75 | 0.5 |
|  |  | Spring Retrospective | 0.5 | 0.5 |
|  |  | Spring Planning | 1 | 1 |
|  |  | Kleenex Test | 0.75 | 1 |
|  | Emily | Spring Review | 0.75 | 0.5 |
|  |  | Spring Retrospective | 0.5 | 0.5 |
|  |  | Spring Planning | 1 | 1 |
|  |  | Kleenex Test | 0.75 | 1 |
|  | Bryan | Spring Review | 0.75 | 0.5 |
|  |  | Spring Retrospective | 0.5 | 0.5 |
|  |  | Spring Planning | 1 | 1 |
|  |  | Kleenex Test | 0.75 | 1 |
|  | Clayton | Spring Review | 0.75 | 0.5 |
|  |  | Spring Retrospective | 0.5 | 0.5 |
|  |  | Spring Planning | 1 | 1 |
|  |  | Kleenex Test | 0.75 | 1 |
| 10/242017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Level Design on Paper | 2 | 2 |
|  |  | Review Paper Level Design | 0.75 | 0.75 |
|  | Lexi | Create 6 Neighbor Icons | 3 | 3 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  | Emily | Implement Wall Tiles | 0.25 | 0.25 |
|  |  | Fix Pull Demon Functionality | 1 | 1 |
|  |  | Implement UI | 2.5 | 2.5 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Level Design on Paper | 2 | 2 |
|  |  | Review Paper Level Design | 0.75 | 0.75 |
|  | Clayton | Fix Cristal Ball | 0.25 | 0.25 |
|  |  | Refine Environment Tiles | 2.5 | 2.5 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
| 10/25/2017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Implement Tutorial 2 | 2 | 2 |
|  |  | Implement Art | 0.75 | 0.75 |
|  | Lexi | Blander's Animation | 1.5 | 1.5 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  |  | New Enemy Animation | 1.5 | 1.5 |
|  | Emily | Improve Demon Summon UI | 2 | 2 |
|  |  | Restrict player's action during turn | 0.5 | 0.5 |
|  |  | Auto-play toggle | 0.25 | 0.25 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  | Bryan | Implement New Levels | 2 | 2 |
|  |  | Design New Enemy | 0.75 | 0.75 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  | Clayton | Enemy Refinement | 3 | 3 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
| 10/26/2017 | Blake | Implement Tutorial 2 | 1.5 | 1.5 |
|  |  | Implement Art for Clayton | 1 | 1 |
|  |  | Scrum Meeting and Test | 0.5 | 0.5 |
|  | Emily | Improve tutorial functionality | 1 | 1 |
|  |  | Integration Test | 1.5 | 1.5 |
|  |  | Scrum Meeting and Test | 0.5 | 0.5 |
|  | Lexi | Scrum Meeting and Test | 0.5 | 0.5 |
|  |  | Blender's animation | 1 | 1 |
|  |  | New Enemy Animation | 1.5 | 1 |
|  | Bryan | Refine Sounds | 1 | 1 |
|  |  | Implement Level Select UI | 1.5 | 1.5 |
|  |  | Scrum Meeting and Test | 0.5 | 0.5 |
|  | Clayton | Enemy Refinement | 5 | 5 |
|  |  | Scrum Meeting and Test | 0.5 | 0.5 |
| 10/27/2017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Tutorial Refinement | 0.75 | 0.75 |
|  |  | Art implementation | 1 | 1 |
|  |  | Playtesting | 1 | 1 |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Play Testing | 1.5 | 1.5 |
|  |  | Bug Fixing | 1.25 | 1.25 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | Neighbor Animation | 2.75 | 2.25 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Playtesting | 1 | 1 |
|  |  | Find Sound and Implement | 0.5 | 0.5 |
|  |  | Bug Fixing | 1 | 1 |
|  | Clayton | Scrum Meeting | 0.25 | 0.25 |
|  |  | Composite Levels Tutorial 01 | 3 | 3 |
|  |  | Fix Couloron Portal | 2.5 | 2.5 |
| 10/30/2017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Implement Tutorial | 2.5 | 2.5 |
|  |  | Scrum Planning | 0.25 | 0.25 |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Implement Demon Summoning UI | 2 | 2 |
|  |  | Restrict Player Directions during turn | 0.5 | 0.5 |
|  |  | Scrum Planning | 0.25 | 0.25 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | Neighbor Animation | 2.5 | 2.5 |
|  |  | Team Discussion | 0.25 | 0.25 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Scrum Planning | 0.25 | 0.25 |
|  |  | Testing new levels | 2 | 2 |
|  | Clayton | Polish Level Art | 2.5 | 2.5 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  |  | Scrum Planning | 0.25 | 0.25 |
| 10/31/2017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Implement Tutorial | 1.5 | 1.5 |
|  |  | Implement Art | 1.25 | 1.25 |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Auto-play Turn Toggle | 0.5 | 0.5 |
|  |  | Improve Tutorial Functionality | 1 | 1 |
|  |  | Solve Performance problem with tiles | 1.25 | 1.25 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | UI Buttons | 1 | 1 |
|  |  | Health Bar Refine | 0.25 | 0.25 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Improve UI Functionality | 2 | 2 |
|  |  | Testing Level | 0.75 | 0.75 |
|  | Clayton | Polish Level Art | 2.75 | 2.75 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
| 11/1/2017 | Blake | Sick Leave |  |  |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Add Range Indicator for neighbor | 1 | 1 |
|  |  | Update Demon Targeting Feature | 1 | 1 |
|  |  | Bug Fixing | 0.75 | 0.75 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | Create UI buttons | 2.75 | 2 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Refine Sound | 0.5 | 0.5 |
|  |  | Implement Summoning Animation | 2.25 | 2 |
|  | Clayton | Polishing Level Art | 2.75 | 2 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
| 11/2/2017 | Blake | Scrum Meeting | 0.25 | 0.25 |
|  |  | Script revision | 1 | 1 |
|  |  | Art Implementation | 1.5 | 1.5 |
|  |  | Move stuff to right file locations | 0.25 | 0.25 |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Loading Screen Splash | 0.5 | 0.5 |
|  |  | Create Demon Summoning Animation | 1.75 | 1.75 |
|  |  | Bug Fixing | 1 | 1 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | Create Win / Lose Screen Background | 2.75 | 2.75 |
|  |  | UI Buttons | 1 | 1 |
|  |  |  |  |  |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Create Demon Summoning Animation | 0.5 | 0.5 |
|  |  | Implement UI Assets | 2.25 | 2 |
|  | Clayton | Create Animation for Environment Objects | 2 | 2 |
|  |  | Scrum Meeting | 0.25 | 0.25 |
|  |  | Design UI for Side Panel | 0.75 | 0.5 |
| 11/3/2017 | Blake | Scum Meeting | 0.25 | 0.25 |
|  |  | Implement Art | 1 | 1 |
|  |  | Playtesting | 1.75 | 1.75 |
|  | Emily | Scrum Meeting | 0.25 | 0.25 |
|  |  | Bug Fixing | 1.5 | 1.5 |
|  |  | Implementing exit animations | 0.75 | 0.75 |
|  |  | Playtesting | 0.75 | 0.75 |
|  | Lexi | Scrum Meeting | 0.25 | 0.25 |
|  |  | Finish UI Design | 1 | 1 |
|  |  | Play Testing | 1.75 | 1.75 |
|  | Bryan | Scrum Meeting | 0.25 | 0.25 |
|  |  | Implement UI Assets | 1 | 1 |
|  |  | Play Testing | 1.75 | 1.75 |
|  | Clayton | Scrum Meeting | 0.25 | 0.25 |
|  |  | Create Animation for Environment Objects | 1 | 1 |
|  |  | Play Testing | 1.75 | 1.75 |
|  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sprint | Est Hours | Act Hours | Variance | % Variance |
| Proof of Concept Gameplay – Sprint 1 | 60 | 60 |  |  |
| Vertical Slice – Sprint 2 | 75 | 78 | 3 |  |
| Alpha – Sprint 3 | 150 | 153 | 3 |  |
| Open Beta – Sprint 4 | 150 |  |  |  |
| Launch – Sprint 5 | 75 |  |  |  |
| Averages |  |  |  |  |

|  |  |
| --- | --- |
| Sprint | Reason for Variance |
| Proof of Concept Gameplay – Sprint 1 |  |
| Vertical Slice – Sprint 2 | New team member joins, the team spent time on training |
| Alpha – Sprint 3 | One member sick leave for one day, he worked overtime to catch up schedule |
| Open Beta – Sprint 4 |  |
| Launch – Sprint 5 |  |

# Release Quality Statistics

|  |  |  |
| --- | --- | --- |
| Sprint | # Playtest Hours | # Defects Found/Fixed |
| Proof of Concept Gameplay – Sprint 1 |  |  |
| 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 |
| 5 | Finished the game |
| 5 | Were able to recognize when we need to cut stuff |
| 5 | Generally good communication |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Didn’t plan enough for integration testing |
| 5 | Didn’t predict some tasks accurately during planning |
| 5 | Didn’t lock assets on time |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Will plan more time for integration and be more diligent about locking assets |
| 5 | Should try to overestimate on tasks and be more diligent with updating time |
| 5 | Don’t go overboard on marketing materials so that we can fix minor art issues |