# Release Overview

In this sprint, we had a public testing on the main campus and made changes based on the feedback afterwards. We redesigned the tutorial levels

## UNWelcome

## Beta

* First version that is a believable shipping candidate
* No known show stopper issues remain

## Epics/Conditions of Satisfaction

1. Finish the game with no serious bugs

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 2017.11.6 – 2017.11.17 | 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) |
| 11.6 | 150 | 137 |
| 11.7 | 137 | 122 |
| 11.8 | 122 | 105 |
| 11.9 | 105 | 93 |
| 11.10 | 93 | 80 |
| 11.13 | 80 | 65 |
| 11.14 | 65 | 55 |
| 11.15 | 55 | 37 |
|  | 11.16 37 | 20 |
|  | 11.17 20 | 3 |

## Sprint Tasks Completed

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 11/6/2017 | Blake |  | Kleenex Testing |  | 1 |
|  |  |  | Sprint Retrospective |  | 1 |
|  |  |  | Sprint Planning |  | 1 |
|  | Lexi |  | Kleenex Testing |  | 1 |
|  |  |  | Sprint Retrospective |  | 1 |
|  |  |  | Sprint Planning |  | 1 |
|  | Emily |  | Kleenex Testing |  | 1 |
|  |  |  | Sprint Retrospective |  | 1 |
|  |  |  | Sprint Planning |  | 1 |
|  | Bryan |  | Kleenex Testing |  | 1 |
|  |  |  | Sprint Retrospective |  | 1 |
|  |  |  | Sprint Planning |  | 1 |
|  | Clayton |  | Kleenex Testing |  | 1 |
|  |  |  | Sprint Retrospective |  | 1 |
|  |  |  | Sprint Planning |  | 1 |
| 11/7/2017 | Blake |  | Lecture |  | 1.5 |
|  |  |  | Testing and bug fixing |  | 1.5 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  | Lexi |  | Lecture |  | 1.5 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  |  |  | UI Assets |  | 1.5 |
|  | Emily |  | Lecture |  | 1.5 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing and bug fixing |  | 1.5 |
|  | Bryan |  | Lecture |  | 1.5 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing and bug fixing |  | 1.5 |
|  | Clayton |  | Lecture |  | 1.5 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  |  |  | UI Assets |  | 1.5 |
| 11/8/2017 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing with other teams |  | 2.85 |
|  | Lexi |  | UI and CharacterAnimation |  | 3 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  | Emily |  | Fix the tutorial |  | 2 |
|  |  |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing and bug fixing |  | 0.85 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing with other teams |  | 2 |
|  |  |  | Updating testing report |  | 0.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | UI and Level Backgrounds |  | 2.85 |
| 11/9/2017 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Update GDD |  | 1 |
|  |  |  | Create Survey |  | 0.5 |
|  |  |  | Survey test and refine |  | 0.5 |
|  |  |  | Testing and debuging |  | 0.85 |
|  | Lexi |  | Scrum Meeting |  | 0.15 |
|  |  |  | Flyers |  | 1 |
|  |  |  | Poster |  | 1 |
|  |  |  | UI and animation |  | 0.85 |
|  | Emily |  | Scrum Meeting |  | 0.15 |
|  |  |  | Refactoring tower shooting |  | 3 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing and bug fixing |  | 2.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | Level Bckground |  | 3 |
| 11/10 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing with other teams |  | 1 |
|  |  |  | Testing and bug fixing |  | 1.85 |
|  | Lexi |  | Scrum Meeting |  | 0.15 |
|  |  |  | Flyers |  | 1 |
|  |  |  | Poster |  | 1 |
|  |  |  | UI and animation |  | 0.85 |
|  | Emily |  | Scrum Meeting |  | 0.15 |
|  |  |  | Refactoring tower shooting |  | 3 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Testing and bug fixing |  | 2.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | Level Bckground |  | 3 |
| 11/13 | Blake |  | Testing on main campus |  | 3 |
|  | Lexi |  | Testing on main campus |  | 3 |
|  | Bryan |  | Testing on main campus |  | 3 |
|  | Clayton |  | Testing on main campus |  | 3 |
|  | Emily |  | Testing on main campus |  | 3 |
| 11/14 | Blake |  | Sick Leave |  |  |
|  | Lexi |  | Lecture |  | 1 |
|  |  |  | Discussing the feedback and plan for the next milestone |  | 2 |
|  | Emily |  | Lecture |  | 1 |
|  |  |  | Discussing the feedback and plan for the next milestone |  | 2 |
|  | Bryan |  | Lecture |  | 1 |
|  |  |  | Discussing the feedback and plan for the next milestone |  | 2 |
|  | Clayton |  | Lecture |  | 1 |
|  |  |  | Discussing the feedback and plan for the next milestone |  | 2 |
| 11/15 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Usability Report |  | 2.85 |
|  | Lexi |  | Scrum Meeting |  | 0.15 |
|  |  |  | Refine the UI |  | 2.85 |
|  | Emily |  | Scrum Meeting |  | 0.15 |
|  |  |  | Usability Report |  | 2.85 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Usability Report |  | 2.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | Refine the UI and tiles assets |  | 2.85 |
| 11/16 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Redesign the Tutorial and Implement |  | 1.85 |
|  |  |  | Lecture |  | 1 |
|  | Lexi |  | Scrum Meeting |  | 0.15 |
|  |  |  | Refine UI and animation |  | 1.85 |
|  |  |  | Lecture |  | 1 |
|  | Emily |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Test and Bugfixing |  | 1.85 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Implementing the new UI |  | 1.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | New Tutorial Level Background |  | 1.85 |
| 11/17 | Blake |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Testing and bug fixing |  | 1.85 |
|  | Lexi |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Refine UI and animation |  | 1.85 |
|  | Emily |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Testing and bug fixing |  | 1.85 |
|  | Bryan |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Testing and bug fixing |  | 1.85 |
|  | Clayton |  | Scrum Meeting |  | 0.15 |
|  |  |  | Lecture |  | 1 |
|  |  |  | Testing and bug fixing |  | 1.85 |

# Variances

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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 | 148.5 | -1.5 |  |
| Launch – Sprint 5 | 45 |  |  |  |
| 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 was sick leave for one day, who worked overtime to catch up schedule |
| Open Beta – Sprint 4 | One member was sick leave for one day |
| 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 | 20 | 25 |
| Launch – Sprint 5 |  |  |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | Listening to the feedback and planning for it |
| 5 | Clayton is content with the game |
| 5 | Implemented most of the tasks in our plan |
| 5 | Our GDD is in good spot |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Tutorials still have trouble |
| 1(Clayton) | Clayton is bad at communication |
| 5 | Did not plan for lectures |
| 5 | Messy asset lock |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Asset lock on time |
| 5 | Sleep |
|  |  |