# Release Overview

In this sprint, we fixed the bugs we had discovered during the beta phase and created GDD and marketing materials for the project.

## UNWelcome

## Launch

Launch (Release to Manufacture, RTM for games with COGS)

* Finished and ready to submit
* Master created and certified
* Project Archived
* All non-game assets (marketing materials, documentation, etc.) final

## Epics/Conditions of Satisfaction

1. Released the game with good quality.
2. All non-game assets are prepared.

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| 2017.11.20 – 2017.11.22 | 9 | 45 |

## 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) |
| 11.20 | 45 | 38 |
| 11.21 | 38 | 25 |
| 11.22 | 25 | 0 |
|  |  |  |
|  |  |  |
|  |  |  |

## Sprint Tasks Completed

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Name | Task | Effort Time |
| 11/20 | Blake | Spring Retrospective | 1 |
|  |  | Spring Planning | 1 |
|  |  | Usability Testing | 1 |
|  | Lexi | Spring Retrospective | 1 |
|  |  | Spring Planning | 1 |
|  |  | Usability Testing | 1 |
|  | Emily | Spring Retrospective | 1 |
|  |  | Spring Planning | 1 |
|  |  | Usability Testing | 1 |
|  | Bryan | Spring Retrospective | 1 |
|  |  | Spring Planning | 1 |
|  |  | Usability Testing | 1 |
|  | Clayton | Spring Retrospective | 1 |
|  |  | Spring Planning | 1 |
|  |  | Usability Testing | 1 |
| 11/21 | Blake | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Writing GDD | 2 |
|  | Lexi | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Trailer | 2 |
|  | Emily | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Bug Fixing | 2 |
|  | Bryan | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Writing GDD | 2 |
|  | Clayton | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Creating DVD Cover and Poster | 2 |
| 11/22 | Blake | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Writing GDD | 2 |
|  | Lexi | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Trailer | 2 |
|  | Emily | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Writing GDD | 2 |
|  | Bryan | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Writing GDD | 2 |
|  | Clayton | Scrum Meeting | 0.15 |
|  |  | Lecture | 1 |
|  |  | Creating DVD Cover and Poster | 2 |

# 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 | 45 | 0 |  |
| 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 | 3 | 3 |

# Process Review

## Processes that were most effective for the sprint

|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | We actually launched! |
| 5 | We estimated our tasks well |
| 5 | We didn’t have to work overtime |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | We need to polish the trailer and the poster |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Keep estimating our schedule well |
| 5 | Take good rest |
| 5 | Don’t over-scope |