# Release Overview

## UNWelcome

## Vertical Slice

## Epics/Conditions of Satisfaction

1. As a developer I want enough assets to make the game complete.
2. As a player, I want a fun game to play that feels complete

# Sprint Actuals

## Sprint Man Hours

|  |  |  |
| --- | --- | --- |
| Sprint | # Hours Available Per Person | Total # Team Development Hours in Sprint |
| <10.16> - <10.20> | 15 | 75 |

## 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) |
| 10.16 | 72 | 72 |
| 10.17 | 72 | 56 |
| 10.18 | 56 | 46 |
| 10.19 | 46 | 30 |
| 10.20 | 30 | 10 |
|  |  |  |
|  |  |  |

## Sprint Tasks Completed

|  |  |  |
| --- | --- | --- |
| Developers | # Actual Hours Worked | Tasks |
| Lexi | 1 | Sprint Review Report |
|  | 1 | Sprint Retrospective Review |
|  | 1 | Scrum Meeting |
|  | 1 | Integration Test |
|  | 2 | Onboard Training |
|  | 2 | Design and Refine the Push Demon Icon |
|  | 2 | Design and Refine the Pull Demon Icon |
|  | 2 | Design and Refine the Swing Demon Icon |
|  | 1 | Sprint Planning |
|  | 2 | UI Icons |
| Clayton | 0.5 | Sprint Review Report |
|  | 0.5 | Sprint Retrospective Review |
|  | 0.5 | Scrum Meeting |
|  | 0.5 | Sprint Planning |
|  | 1 | Dialog Box |
|  | 6 | Polish the Vertical Slice Level |
|  | 1 | Integration Test |
|  | 2 | Un |
| Emily | 1 | Sprint Review Report |
|  | 1 | Sprint Retrospective Review |
|  | 1 | Scrum Meeting |
|  | 2 | Integration Test |
|  | 4 | Implement Tutorial |
|  | 1 | Clarify Turn Structure |
|  | 1 | Implement Side Panel |
|  | 1 | Fixed Demon not reloading bug |
|  | 3 | Bug Fixes |
|  |  |  |
| Blake | 0.5 | Sprint Review Report |
|  | 0.5 | Sprint Planning / Scrum Board |
|  | 0.5 | Sprint Review / Kleenex Test |
|  | 0.5 | Spring Retrospective Meeting |
|  | 1 | Update GDD |
|  | 2 | Implement Art |
|  | 1 | Implement Floor Tiles |
|  | 3 | Create Firing Particles |
|  | 3 | Design Tutorial Level |
|  | 3 | Integration Test |
| Bryan | 1 | Sprint Review Report |
|  | 1 | Sprint Planning / Scrum Board |
|  | 1 | Sprint Review / Kleenex Test |
|  | 1 | Sprint Retrospective Meeting |
|  | 1 | Update GDD |
|  | 1 | Find Sounds |
|  | 1 | Implement Sound in to the game |
|  | 2 | Integration Test |
|  | 0.5 | Update SCM |
|  | 1 | Design New Level |
|  | 1 | Implement New Level |
|  | 2.5 | Implement the animations |
|  |  |  |
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# Variances

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sprint | Est Hours | Act Hours | Variance | % Variance |
| Proof of Concept Gameplay – Sprint 1 | 75 | 75 |  |  |
| Vertical Slice – Sprint 2 | 75 | 80 | 5 | 6% |
| Alpha – Sprint 3 |  |  |  |  |
| Open Beta – Sprint 4 |  |  |  |  |
| Launch – Sprint 5 |  |  |  |  |
| Averages |  |  |  |  |

|  |  |
| --- | --- |
| Sprint | Reason for Variance |
| Proof of Concept Gameplay – Sprint 1 |  |
| Vertical Slice – Sprint 2 | New member joins the team that requires more time to redo the planning |
| Alpha – Sprint 3 |  |
| 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

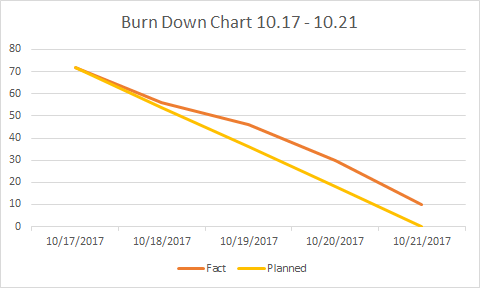
|  |  |
| --- | --- |
| # of Votes | Things Done Well |
| 5 | An additional artist |
| 5 | Having a tutorial level |
| 5 | Did a better focus on the core importance and feedback |
| 5 | Adapting to unforeseen circumstances |

## Processes that had a negative effect on the sprint

|  |  |
| --- | --- |
| # of Votes | Need Improvement |
| 5 | Time estimation was not as good compared to previous week |
| 5 | Overworking |
| 5 | Conveyance still needs work |
| 5 | Tutorial needs work |
| 5 | Locked too late and did not test enough |

## Action Items

|  |  |
| --- | --- |
| # of Votes | Action Items |
| 5 | Lock earlier and test more |
| 5 | More Levels |
| 5 | Polish Art and test for conveyance |
| 5 | Overestimate time more |
|  |  |

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