Team: *N/A*  Game: *Gift Game* Project Manager: Tre Stoterau

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Paper Prototyping | #2 | #2 | Everyone |
| Decide on Art Style | #1 | #1 | Tre  Phyzon  Gabe  Jayme |
| "The Planning Game" Phase 1 | #1 | #1 | Everyone |
| Vibration Control | #1 | #1 | Austin  Drew |
| Menu Function | #1 | #2 | Austin  Drew |
| Testing Plan | #1 | #1 | Evan |
| High Concept Document | #1 | #1 | Gabe  Tre |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * Deciding between Unreal or Unity slowed our early work. |
| * Solidifying scheduling for everyone made early communication confusing. |
| * Consistent style of humor/ writing is not fully solidified. |
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***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Experiment with Shake Control Research | * Tre | #1 |
| * UI Art Design | * Phyzon | #2 |
| * Implement Some Shake V. 1 | * Austin | #2 |
| * Test Camera Rotation | * Tre | #2 |
| Organize and Describe Gifts | Evan | #1-1.5 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Tre | 8 | 8 |  |
| Phyzon | 8 | 9 |  |
| Gabe | 8 | 9 |  |
| Drew | 8 | 9 |  |
| Evan | 8 | 8 |  |
| Jordan | 8 | 9 |  |
| Jayme | 8 | 3 |  |
| Austin | 8 | 9 |  |
| <name> |  |  |  |
| <name> |  |  |  |

* *Total workblocks by team: #64 combined, 8-9 total*
* *Total completed stories by team: #7*
* *Stories completed per workblock: # .5-1*

*Additional Notes*

* All planning and preparation is finished, work will commence next sprint at full speed.

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Tre | 1 |  |
| Phyzon | 4 |  |
| Gabe | 0 |  |
| Drew | 0 |  |
| Austin | 1 |  |
| Evan | 2 |  |
| Jordan | 1 |  |
| Jayme | 2 |  |
| <name> |  |  |
| <name> |  |  |

* *Total commits by team: #11*

*Admin Notes*

* Nothing of note.
* No build yet.
* N/A
* No current issues present.

**Test Report:**

* Updated test plan (separate document)
* Updates to any testing resources
* Updates to automated testing processes
* Updates to manual testing process documents
* Summary of Issues being tracked
* Number/severity of issues open
* Number of new issues
* Number of issues closed
* Details of QA testing performed this sprint (when, where, who, what, how long)
* Summary of testing results
* Details of Play testing performed this sprint (when, where, who, what, how long)
* Summary of testing results

**Marketing Report:**

* Summary of any new marketing materials created
* Updates to any existing marketing materials