

Our Retro Talk

LGTM'S

Leonardo Mota-Villaraldo, Mandy Chen, Tristan Cortez,
Gary Guiragossian, Shehab Ellithy

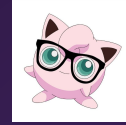
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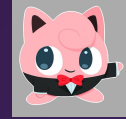


Team Roles

Leonardo Mota-Villaraldo (Product Manager)



Mandy Chen (Associate Product Manager)



Tristan Cortez (Creative Director)



Gary Guiragossian (Tech Lead)



Shehab Ellithy (Staff Software Engineer)



The Process

Agile

- One week iterative sprints
- One stand up per 2 days

Brainstorming

- Wrote down ideas in a document
- Gathered inspiration from games we played
- Combined ideas we thought were "cool"
- Repeated until we somehow got The DaVinci Craft

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The Process Continued

Workflow

- Weekly sprint planning on after testing days
- Sync up our status during stand up
- Work individually with our assigned tasks
- Merge PRs

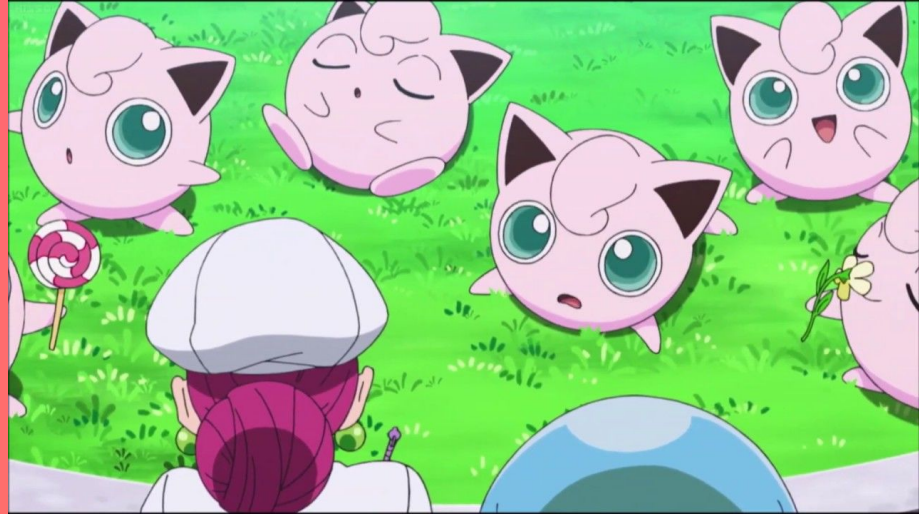
Planning

- Spend Time Immediately After Testing To Integrate Feedback
- Use feedback to assign tasks for upcoming week

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Team Philosophy: "6pm"



— What works:

- Meeting at least once a week
- Assigning tasks to everyone
- Individual Branches
- Great communication and helping each other
- Making deadlines

Improvements:

- More time to merge code and features
- Spend more time code reviewing PRs
- Make a consistent pattern for prefabs/files/code
- Stop procrastinating features and shipping off the first working method
- Enforcing deadlines

Tools We Used

Learning:

- YouTube
- StackExchange
- StackOverflow
- Unity Forums
- Unity Documentation

Development:

- GitHub
- VSCode
- Unity

Communication:

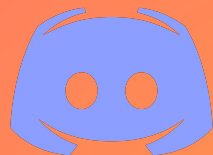
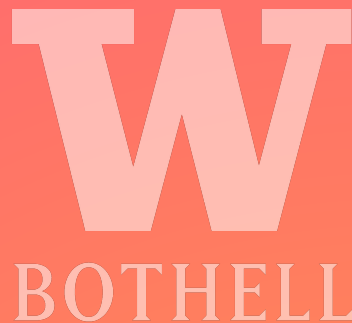
- Discord

File Management:

- Google Drive

Other:

- Photoshop
- Photon
- FL Studio
- PixelIt
- Paint.NET



unity

The DaVinci Craft

What We **Like**

- It's built different
- Concept that made us excited to work on it
- Fun to playtest
- Allowed us to work with/integrate many different systems
- Multiplayer Experience

What We **Don't Like**

- Not intuitive for players
- Requires a lot of menus before gameplay
- It's catered to the playtesting time constraints
- It's solely multiplayer experience

Changes We Wish

- An AI for people to play alone
- Improve artwork
- Improve shattering system
 - Cracks -> Shatter -> Disappear
- Kelvin Mode
 - Attack + Destroy @ same time

CONCLUSION

Learned

- Communication
- Task divisions
- Modularizing
- Debugging

How We'd Redo

- Designing implementations and Structuring code
- Task management
- Enforcing deadlines
- Starting work earlier than Friday



QUESTIONS?

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Thank you for listening!



Thank you
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