Process (Development Process)

Chosen Methodology: SCRUM (1-week sprints)

The team uses a simplified SCRUM process suitable for a short two-week student project. SCRUM was selected because it provides flexibility, frequent feedback loops, and continuous progress tracking.

Process Structure

1. Sprint Planning

Held at the beginning of each sprint.
The team:

- reviews the backlog,

- selects tasks for the sprint,

- estimates workload,

- assigns responsibilities,

- confirms sprint goals.

2. Daily Check-ins (asynchronous)

Since the team is small, daily updates are delivered in text form via Discord/Telegram.
Each team member answers:

- *What I did yesterday*

- *What I will do today*

- *Any blockers*

3. Task Workflow

All tasks follow a defined pipeline in Trello:

Backlog → Sprint / In Progress → Review / Testing → Done

Rules:

- The Project Manager (Julia) ensures tasks are clear and updated.

- Each task must have a responsible person.

- When a task is completed, it moves to *Review*.

- Completed and tested tasks are moved to *Done*.

4. Mid-Sprint Checkpoint

A short meeting to ensure planned progress matches actual progress. Adjustments or reassignments are made if necessary.

5. Sprint Review

The team demonstrates the completed work:

- gameplay features
- art assets
- level layout
- UI
- fixed bugs

6. Sprint Retrospective

The team reflects on:

- what went well,
- what could be improved,
- what to change for the next sprint.

🛠 Tools (Development Tools Overview)

Unity

Main game engine used to build the 2D platformer.
Responsibilities:

- implementing gameplay mechanics
- assembling levels
- integrating animations
- UI creation
- building the final game

Version: Unity 202X (LTS recommended)

GitHub

Version control platform.
Used for:

- storing the Unity project

- managing branches

- collaborating on code

- tracking changes

Workflow:

- Alexei commits gameplay, art imports, and scripts

- Commit messages follow a clear structure

- Pull requests ensure clean merges (optional for a small team)

Trello

Project management and task tracking board.
Used for:

- Backlog creation

- Sprint planning

- Assigning tasks

- Tracking progress

- Storing documentation (GDD, roles, meeting notes)

Pipeline:
Backlog → In Progress → Review → Done

Google Docs / PDF

Used for maintaining all written documentation:

- GDD (Game Design Document)

- Team and Roles

- Process and Tools

- Kick-off meeting notes

Documents can later be exported to PDF for submission.

Discord

Team communication tools.
Used for:

- quick messaging

- coordination

- daily check-ins

- voice calls for meetings (kick-off, sprint review)

Additional Tools (optional)

- **Asset Store / itch.io** — free art assets

- **Photoshop** — sprite editing