

# **Games for wellness:**

**exploring how storytelling and character actions in media affect audiences, and how these principles can be applied to create games which encourage positive self-care practices in players.**

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## **Sprint 4 review**

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# Sprint Review

## What I did this sprint

- Build basic concepts
  - Character movement
  - Interaction
- Create basic placeholder art assets
- Start implementing dialogue system with yarnspinner
- Design one full character and start writing their dialogue
- Finish essay section: Method of approach

## Issues and blockers this sprint

- This has been the first sprint so far that hasn't been interrupted by a chronic illness flare up!

As such, I completed all of the tasks identified for this sprint.

This is a win in itself, and also supports my sprint planning and shows that delays to development are purely due to illness, as expected, rather than poor project management.

# Sprint Planning

## Week 1 - Finish basic prototype stage

- Combine the interaction mechanic in my unity project with the yarnspinner dialogue system
- Write a sample character dialogue in yarnspinner
- Export sample dialogue to a runnable html file ready for testing

## Week 2 - Start concept user testing phase

- Writer form for feedback on game concept and the sample dialogue
- Send out testing form
- Start writing essay section: Implementation of MVP