

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.

Sprint 2 review

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Sprint Review

What I did this sprint

- Sent out my media and mental health survey and wrote up the results
- Wrote the 'Background, Objectives, and Deliverables' section of my essay
- Worked on my GDD:
 - Study of similar products
 - Characters
 - Art Direction
- Researched dialogue sys

Issues and blockers this sprint

- I was bedridden on and off over the last fortnight due to chronic illness, so couldn't work at all in week 2. This meant I couldn't complete my set tasks of finishing my GDD and writing the tools section of my essay. This should be okay as I planned 6 weeks of buffer time into my Gantt chart to account for chronic illness.
 - I'm going to take another look at my plan and ensure everything is as achievable as possible if there are any more delays. eg, although I want to explore 3D art in this project, 2D assets are quicker for me to produce so if I have any more serious flare ups I may decide to change to the quicker option to make the most of limited time.

Sprint Planning

Week 1

- Finish my GDD
 - Sound and Music
 - Story progression
 - Marketing
- Write essay: tools and project management

Week 2

- Build basic concepts
 - Character movement
 - Interaction
- Create basic placeholder art assets
- Start implementing dialogue system
- Start essay section: Method of approach