

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 3 review

Josie Wood

Sprint Review

What I did this sprint

- Finished my GDD
 - Sound and Music
 - Story progression
 - Marketing
- Wrote essay section: tools and project management
- Adjusted plan to account for illness and absence

Issues and blockers this sprint

- Chronic illness flare up is still limiting my workload. This meant I wasn't able to start the Unity development I had planned for the second week of my sprint.
 - In light of my ongoing illness, I went through and adjusted my plan for this module to have a clearer idea of the MVP and to take steps to make it as easy to reach as possible. One of the steps I've decided to take is changing the art from 3D to 2D - this greatly reduced my workload because I don't need to relearn how to use Blender and I can quickly produce 2D assets.

Sprint Planning

Week 1

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

Week 2

- Design one full character and start writing their dialogue
- Implement full game loop
- Finish dialogue system
- Finish essay section: Method of approach