**Team:** *Abra-Cadaver* **Game:** *Necro Nursery* **Project Manager:** *Brooke Gornli*

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Setup Git Repo on private server | 1 | 1 | Riley |
| Brainstorm possible additional monsters | 1 | 1 | Ian |
| Main Graveyard Ambient background sound first draft | 2 | 0.25 | Garrett |
| Fix Unity project not reopening | 1 | 0.5 | Brooke, Riley |
| Brainstorm 6 monsters | 1 | 1 | Ian |
| Set up audio software | 1.5 | 1 | Garrett |
| Set up unity project | 1 | 0.5 | Brooke, Riley |
| Concept for basic main menu UI Layout | 0.5 | 0.5 | Drew, Jackson |
| Brainstorm 2-3 mini games for the flesh resource category | 1 | 1 | Brooke, Drew, Jackson, Nick, Riley |
| Implement Basic Game scene layout for the Graveyard | 1 | 0.5 | Brooke, Drew, Jackson, Riley |
| Create paper prototype of Morgue flesh/blood mini game | 1 | 0.5 | Drew, Jackson |
| Main graveyard music first draft | 1.5 | 1 | Garrett |
| Create basic marketplace UI layout | 1 | 0.5 | Drew |
| Create basic main menu UI layout | 1 | 0.5 | Drew |
| Basic SFX sounds (list attached) | 0.5 | 0.5 | Garrett |
| Concept Art - Elder Character | 3 | 1 | Nick |
| Merchant Song first draft | 1.5 | 0.5 | Garrett |
| Brainstorm 3 categories for monsters | 0.5 | 0.5 | Garrett |
| Implement Beginning code for Switching Game Scenes/Menus | 1 | 1.5 | Brooke, Drew |
| Research how to display similar resolutions on different phones | 1 | 0.5 | Jackson, Riley |
| Implement the movement of the camera with touch and swipe | 1 | 0.5 | Jackson, Riley |
| Concept Art - Currency Pic | 1 | 1 | Nick |
| Concept Art - Mentor Character | 2 | 4.5 | Nick |
| Brainstorm Game Trinkets | 0.5 | 0.5 | Ian |
| Research how other apps setup their menu screen / transition from menu to game | 0.5 | 0.5 | Brooke, Jackson |
| Add functional buttons to the main menu scene | 1 | 0.75 | Brooke |
| Create Graveyard Theme second draft | 2 | 1 | Garrett |
| Make Categories of three main categories | 0.25 | 0.25 | Ian |
| Update the High Concept Document with the new challenges/pillars | 0.25 | 0.25 | Jackson |
| Research 10 facts about the history of necromancy | 0.5 | 0.5 | Ian |
| Create 3 different color schemes for elder necromancer | 1 | 1 | Garrett |
| Set up a social media account for marketing | 1 | 1 | Nick |
| Complete Sprint 1 presentation | 0.5 | 1 | Brooke, Drew, Jackson, Nick, Riley |

***Impediments (enter at least 3)***

|  |
| --- |
| **Problem Description** |
| * Working on mobile is new for most of us, this is making programming a little slower than we would like. |
| * Learning git by listening to a list of commands with no sense of application |
| * Waiting for the GitLabs to be set up, while still trying to get stuff done |
| * Trying to figure out what makes a good minigame |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Setup Git Repo on private server | Riley | 1 |
| Brainstorm possible additional monsters | Ian | 1 |
| Main Graveyard Ambient background sound first draft | Garrett | 2 |
| Fix Unity project not reopening | Brooke | 1 |
| Brainstorm 6 monsters | Ian | 1 |
| Set up audio software | Garrett | 1.5 |
| Set up unity project | Brooke | 1 |
| Concept for basic main menu UI Layout | Drew | 0.5 |
| Brainstorm 2-3 mini games for the flesh resource category | Brooke | 1 |
| Implement Basic Game scene layout for the Graveyard | Brooke | 1 |
| Create paper prototype of Morgue flesh/blood mini game | Jackson | 1 |
| Main graveyard music first draft | Garrett | 1.5 |
| Create basic marketplace UI layout | Brooke | 1 |
| Create basic main menu UI layout | Brooke | 1 |
| Basic SFX sounds (list attached) | Garrett | 0.5 |
| Concept Art - Elder Character | Nick | 3 |
| Merchant Song first draft | Garrett | 1.5 |
| Brainstorm 3 categories for monsters | Brooke | 0.5 |
| Implement Beginning code for Switching Game Scenes/Menus | Drew | 1 |
| Research how to display similar resolutions on different phones | Jackson | 1 |
| Implement the movement of the camera with touch and swipe | Riley | 1 |
| Concept Art - Currency Pic | Nick | 1 |
| Concept Art - Mentor Character | Nick | 2 |
| Brainstorm Game Trinkets | Ian | 0.5 |
| Research how other apps setup their menu screen / transition from menu to game | Jackson | 0.5 |
| Add functional buttons to the main menu scene | Brooke | 1 |
| Create Graveyard Theme second draft | Garrett | 2 |
| Make Categories of three main categories | Ian | 1 |
| Update the High Concept Document with the new challenges/pillars | Jackson | 0.25 |
| Research 10 facts about the history of necromancy | Brooke | 0.5 |
| Create 3 different color schemes for elder necromancer | Garrett | 1 |
| Set up a social media account for marketing | Nick | 1 |
| Complete Sprint 1 presentation | Nick | 0.5 |
| Create a resource management script | Brooke | 1 |
| Create “DontDestroyOnLoad” Scene and script | Brooke | 0.5 |
| Concept Dialogue for elder to player | Ian | 1 |
| Concept Art - Merchant | Brooke | 4 |
| Concept Art - Backgrounds | Nick | 3 |
| Implement - tapping on grave shows the information about the grave | Brooke | 1 |
| Implement marketplace logic | Drew | 2 |
| Concept Art - Monster Stages | Nick | 4 |
| Implement monster prefab in Unity | Riley | 2 |
| Concept Art- Gravestones with name signs | Brooke | 3 |
| Whitebox the Morgue minigame in Unity | Jackson | 1 |
| Implement swipe-to-move gameobjects in Morgue minigame | Brooke | 1 |
| Implement a random generation of up to 10 objects (body parts/ trash) that are in the morgue trashcan | Jackson | 1.5 |
| implement collecting the “required” body parts in Morgue minigame | Brooke | 1.5 |
| Create a win statement after collecting the correct parts collected into your bag | Jackson | 1 |
| UI concept art - 2 versions | Brooke | 1 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 7 | With it being the first couple |
| Drew | 8 | 6 | weeks of classes, everyone |
| Riley | 8 | 7 | was just expected to make it |
| Jackson | 8 | 7 | to what they could. |
| Nick | 8 | 7.5 |  |
| Garrett | 8 | 7 |  |
| Ian | 8 | 5.5 |  |

* *Total workblocks by team: 47*
* *Total completed stories by team: 33*
* *Stories completed per workblock: 1.42*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 6 |  |
| Brooke Gronli | 6 |  |
| Jackson A. |  |  |
| Riley Winkler | 6 |  |
| Nicholas Lenz |  |  |
| Garrett V. |  |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 18*

*Admin Notes*

* Commit count is low or non-existent for most members due to still figuring things out or not working on stuff that belongs in the git repository
* We setup a private git on my own server until a gitlab is setup
* There is no latest build this time, game isn’t ready to even be booted.
* No issues

**Test Report:**

* Updated test plan (separate document)
* Updates to any testing resources
  + Updates to automated testing processes
  + Updates to manual testing process documents
* Summary of Issues being tracked
  + Number/severity of issues open
  + Number of new issues
  + Number of issues closed
* Details of QA testing performed this sprint (when, where, who, what, how long)
  + Summary of testing results
* Details of Play testing performed this sprint (when, where, who, what, how long)
  + Summary of testing results

**Marketing Report:**

* Summary of any new marketing materials created
* Updates to any existing marketing materials

* **Summary of New Materials**
  + Created Facebook and Twitter accounts and linked them.
* **Update**
  + (NONE EXISTED YET!)