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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| minigame timer with tap to start | 1 | 0.75 | Brooke |
| Concept Art - Merchant | 4 |  | Nick |
| Concept Art - Backgrounds | 3 | 1 | Nick |
| Brainstorm the resources needed for each monster | 1 | 05 | Ian |
| 3 souls minigame ideas | 1 | 1 | Ian |
| 5 possible Merchant personalities | 0.5 | 0.5 | Ian |
| Concept dialogue for elder to player | 1 | 1 | Ian |
| Implement basic marketplace logic (not randomization) | 2 | 1.75 | Drew |
| Create randomization of marketplace trading | 2 | 1 | Drew, Riley |
| Whitebox the Morgue minigame in Unity | 1 | 0.25 | Brooke, Jackson |
| Complete Game 101 presentation | 1 |  | Brooke, Drew, Nick |
| Create a resource management script | 1 | 1 | Jackson, Riley |
| Implement - tapping on grave shows the information about the grave | 1 | 0.75 | Brooke, Jackson |
| Implement swipe-t0-move gameobjects in Morgue minigame | 1 | 0.75 | Brooke, Jackson, Riley |
| Create 3 color schemes for the mentor | 1 | 1.5 | Garrett |
| 3 Magic minigame Ideas | 1 | 1 | Ian |
| 4 line of Merchant dialog per personality | 1.5 | 1.5 | Ian |
| SFX - Morgue | 0.5 | 0.5 | Garrett |
| Create 3 color schemes for the Merchant | 1 | 1 | Garrett |
| Music - Morgue | 1 | 0.5 | Garrett |
| UI Concept Art - 2 Versions | 1 | 0.5 | Brooke |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

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

|  |
| --- |
| **Problem Description** |
| * Laziness (people having issues getting to WB on time) |
| * People not staying for the full length of their WB’s |
| * Staying focused during WB and on topic during meetings |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Complete Game 101 presentation | Nick | 1 |
| Concept dialogue for the mentor to player | Ian | 1 |
| Create randomization of marketplace trading | Drew | 2 |
| Resource Descriptions - both category name and sub resources | Drew | 1 |
| Brainstorm the resources needed for each monster | Brooke | 1 |
| 5 possible Merchant personalities | Ian | 0.5 |
| 4 lines of Merchant dialog per personality | Brooke | 1.5 |
| 3 Souls minigame ideas | Garrett | 1 |
| 3 Magic minigame ideas | Garrett | 1 |
| SFX - For each monster | Jack | 1 |
| SFX - UI | Garrett | 0.5 |
| Music - Morgue | Jack | 1 |
| Setting up Gave GameObject (what information it has) | Brooke | 1 |
| Start work on a world bible draft 1 | jackson | 2 |
| Minigame lore | Brooke | 1 |
| Create 3 color schemes for the Merchant | Garrett | 1 |
| SFX - 5 possibilities for when someone talks | jackson | 0.5 |
| implement touch-to-draw for minigame | Brooke | 1.5 |
| research shapes drawing mechanics and accuracy | Brooke | 0.5 |
| implement shape accuracy | Jackson | 1 |
| Come up with art style method (image scaling along with changing line width) | Nick | 2 |
| Make game poster for nanocon | Nick | 5 |
| Work on sprint Report 2 Not the Presentation | Brooke | 0.5 |
|  |  |  |
|  |  |  |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 6 | 5.9 | The weather made it hard |
| Drew | 6 | 5.4 | for us to get to WB or have |
| Riley | 6 | 5.5 | WB’s on some days |
| Jackson | 6 | 6 |  |
| Nick | 6 | 7.9 |  |
| Garrett | 6 | 4.75 | Personal Reasons for missing |
| Ian | 6 | 6 |  |

* *Total workblocks by team: 41.45*
* *Total completed stories by team: 21*
* *Stories completed per workblock: 0.5*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 8 |  |
| Brooke Gronli | 5 |  |
| Jackson A. | 1 |  |
| Riley Winkler | 6 |  |
| Nicholas Lenz |  |  |
| Garrett V. |  |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 21*

*Admin Notes*

* Commit count is low or non-existent for some members due to still figuring things out or not working on stuff that belongs in the git repository
* Git is working smoothly
* 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**
  + Got temporarily locked out of Facebook for *“suspicious activity”* (i.e., logging in with a different device), pretty cool
* **Update**
  + Added Twitter bio