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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Implement stage instantiation upon planting a seed | 1 | 1 | Riley |
| Start work on a world bible draft 1 | 2 | 2 | Ian |
| SFX - 4 possibilities for when someone talks | 1 | 1 | Jack |
| Implement a random generation of up to 10 objects (body parts / trash) that are in the morgue trash can | 1.5 | 1.25 | Brooke, Jack |
| SFX - UI | 0.5 | 0.5 | Garrett |
| Come up with art style method (image scaling along with changing line width) | 2 | 1 | Nick |
| Illustrate Elder - final asset | 4 | 4.25 | Nick |
| Implement Monster Prefab in Unity | 2 | 2 | Drew, Riley |
| Implement moving to the next stage on the grave | 1 | 1 | Drew, Riley |
| Make testing scene for sound testing | 0.5 | 0.5 | Drew |
| Implement audio for button testing | 1 | 0.5 | Drew |
| Setting up grave Gameobject (what information it has) | 1 | 2 | Drew, Riley |
| Find way to create custom font | 1 | 1.25 | Nick |
| SFX - for each monster | 1 | 1 | Garrett |
| Concept Art - 4 UI wooden sign color schemes | 2 | 2 | Brooke |
| COncept Art - 3 stone textures for the small UI elements | 1 | 1 | Brooke |
| Minigame Lore | 1 | 1 | Ian |
| Draft advised merchant personality (Mix of annoyed and welcoming) 4 quotes | 1 | 1 | Ian |
| implement morgue losing condition (when the time runs out) | 0.5 | 0.5 | Brooke, Jack |
| 3rd draft for graveyard Theme | 1.5 | 2.75 | Garrett |
| Concept Art - Monster stages | 4 | 1.5 | Nick |
| Research botany for 2 WBs | 2 | 2 | Nick |
| Reorganized the whiteboard | 0.5 | 0.5 | Brooke |
| Research shape drawing mechanics and accuracy | 1 | 0.5 | Drew |
| Implement collecting the “required” body parts in Morgue minigame | 1.5 | 3 | Brooke, Jackson |
| Implement touch-to-draw for the spirit summoning mini game | 1.5 | 1 | Jack |
| Comment morgue minigame code for clarity | 0.5 | 0.5 | Brooke |
| Create a win statement after collecting the correct parts collected into you bag | 1 | 0.25 | Brooke, Jack |

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

|  |
| --- |
| **Problem Description** |
| * Getting Audio enough stuff to work on |
| * slight communication troubles (on the narrative side) |
| * not enough working with other people within the group |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Draft adised merchant personality (Mix of annoyed and welcoming) 4 quotes | Ian | 1 |
| 3rd draft for Graveyard Theme | Garrett | 1.5 |
| Concept - 4 UI wooden sign color schemes | Brooke | 2 |
| Find way to create custom font | Nick | 1 |
| Implement morgue losing condition. (when the time runs out) | Jack | 0.5 |
| Make testing scene for sound testing | Drew | 0.5 |
| Implement audio for button testing | Drew | 1 |
| Create custom font | Nick | 1 |
| Research botany for 2 WBs | Nick | 2 |
| Concept Art - UI Symbols (music on/off, etc) | Brooke | 1.5 |
| Concept Art - 3 stone textures for the small UI elements | Brooke | 1 |
| World Bible Draft 2 | Ian | 1 |
| Implement stage instantiation upon planting a seed | Riley | 1 |
| Implement moving to the next stage on the grave | Riley | 1 |
| Background Story- Spirit Summoning Minigame | Brooke | 1 |
| 2nd Draft for merchant Theme | Garrett | 1.5 |
| 2nd Draft Menu Theme | Garrett | 1.5 |
| 2nd Draft Morgue Theme | Garrett | 0.5 |
| Create initial undead plant concept art | Nick | 5 |
| Reorganize the whiteboard | Brooke | 0.5 |
| Sprint Report 3 | Garrett | 1 |
| Fix the touch-to-draw so that it starts drawing in the spot you touch, and doesn't keep the last point made on the screen. | Jackson | 0.5 |
| Comment Morgue Minigame code for clarity | Brooke | 0.5 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 6.63 |  |
| Drew | 8 | 6.5 |  |
| Riley | 8 | 6.75 |  |
| Jackson | 8 | 6.75 |  |
| Nick | 8 | 6.75 |  |
| Garrett | 8 | 6.13 |  |
| Ian | 8 | 4 | Personal Reasons |

* *Total workblocks by team: 43.51*
* *Total completed stories by team:*
* *Stories completed per workblock:*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

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

* *Total commits by team: 27*

*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:**

* Almost all of our testing is for bugs and to make sure the parts function. We have done light paper prototypes for our first minigame and will continue to do them for the other minigames we create. The morgue minigame is almost working, so we are about to test for things such as fun and to ensure we are giving players our core experience. Playtesting the graveyard is still difficult as most of the parts are not fully functional yet, but each individual part is being tested as we go along.
* 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**
  + (none)
* **Update**
  + Tweeted concept art