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

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Fix bug causing morgue wanted list to not remove items correctly | 1 | 1 | Brooke, Riley |
| Make loading operational | 1 | 0.5 | Riley |
| Get saving to a workable state | 1 | 1 | Riley |
| 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 | 0.5 | 1 | Drew |
| 2nd draft for Merchant Theme | 1.5 | 0.75 | Garrett |
| 2nd draft for Morgue theme | 0.25 | 0.5 | Garrett |
| World bible draft 2 | 2 | 2 | Everyone |
| Sprint report 3 | 1 | 0.25 | Everyone |
| Create custom font ideas | 1 | 0.75 | Drew |
| 2nd Draft fo menu theme | 1.5 | 0.75 | Garrett |
| implement comments made on world bible | 1 | 1 | Ian |
| Create concept for rune minigame background | 0.25 | 0.25 | Nick |
| Background story - spirit summoning minigame | 1 | 1 | Ian |
| Concept Art - UI symbols (music on/off, etc….) (list) | 1.5 | 1.5 | Brooke |
| Music for summoning minigame V1 | 1 | 1 | Garrett |
| resource descriptions - both category name and sub-resources | 1 | 1.5 | Ian |
| Color Zombie plant | 1.5 | 1 | Drew |
| Create initial undead plant concept art | 5 | 5.25 | Nick |
| Write up Dullahan Information | 1 | 0.5 | Ian |
| Sound effects for summoning minigame | .5 | .5 | Garrett |
| Set up my work station | .5 | .5 | Carl |
| Read over the Narrative documents for a work block to familiarize myself, leave at least 5 comments. | .5 | .5 | Carl |
| Add one monster to the world bible | 1 | .5 | Carl, Garretttttttt |

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

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| --- |
| **Problem Description** |
| * Still trying to get narrative on the right track |
| * Getting Carl all caught up with The Vision and incorporated into the team |
| * Not sure how to get measure accuracy when drawing a line (for minigame) |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Change the line renderer to fade out over short period of time | Drew | 1 |
| Create concept for Rune minigame background | Nick | 0.25 |
| sound effects for summoning minigame | Garrett | 0.5 |
| Add body part sprites | Drew | 2 |
| add trash sprites | Brooke | 2 |
| Art - Backpack for collecting the bodyparts | Brooke | 1 |
| Research Shape accuracy | Brooke | 0.75 |
| Implement Rune randomization | Drew | 1 |
| Implement function to create new une for drawing | Drew | 1 |
| Get saving to a workable state | Riley | 1 |
| Make loading operational | Riley | 1 |
| Audio functionality into unity | Garrett | 1 |
| Audio switch and loop in graveyard between graveyard theme and ambient noises | Drew | 0.75 |
| Playtest morgue | Garrett | 2 |
| implement comments made on world bible | Ian | 1 |
| add and improve monster section on world bible | Garrett | 1 |
| music for trailer v1 | Jack | 1 |
| Create game trailer | Jack | 2 |
| music for summoning minigame v1 | Drew | 1 |
| Fix bug causing morgue wanted list to not remove items correctly | Brooke | 1 |
| Finalize custom font | Drew | ? |
| Explain reasons for plants growing undead. (ex Cactus zombie) | Ian | ? |
| Color Zombie plant | Drew | 1.5 |
| Color Wendigo | Drew | 1.5 |
| Create seedling phases of current plant design | Nick | 2 |
| write up dullahan information | Ian | 1 |
| incorporate method for seeing your own resoures | Riley | 1 |
| Update plant designs based on feedback | Nick | 4 |
| edit existing music to be less repetitive (checklist) | Garrett | 1 |
| 3rd draft Menu Theme | Garrett | 0.5 |
| Read over the Narrative documents for 1WB to familiarize myself. Leave at least 5 comments | Carl | 0.5 |
| Set up my work station | Carl | 0.5 |
| Write down Nicholas’s monster concept ideas | Nick | 0.25 |
| Add a description of how this world is different from our own and how it is similar | Carl | 1 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 6 | Out of town |
| Drew | 8 | 7 |  |
| Riley | 8 | 6.5 |  |
| Jackson | 8 | 6 | Out of town |
| Nick | 8 | 8.5 |  |
| Garrett | 8 | 5.5 |  |
| Ian | 8 | 5 | sickness |
| Carl | 2 | 1.75 | Just joined the team |

* *Total workblocks by team: 46.25*
* *Total completed stories by team: 23*
* *Stories completed per workblock: 0.5*

*Additional Notes*

* We have a Carl now. So making sure he feels at home is a top priority. We don’t want any lose in progress due to adding a new member.

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 1 |  |
| Brooke Gronli | 6 |  |
| Jackson A. | 3 |  |
| Riley Winkler | 19 |  |
| Nicholas Lenz | 1 |  |
| Garrett V. |  |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 29*

*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
* Moved to [GitHub](https://github.com/rex8112/necronursery)
* A very barebones build is ready now  
  <https://github.com/rex8112/necronursery/releases/tag/0.1.0>
* No issues

**Test Report:**

* Multiple phones are now able to be used to playtest. Previously, only Riley was able to download and play the builds. Now any android phone should, in theory, be able to play the game.
* Spent a workblock trying to fix the app not working on some phones
  + Not resolved, will continue to attempt to fix this

**Marketing Report:**

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

* **Summary of New Materials**
  + Gameplay demo video created
* **Update**
  + Tweeted concept art