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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| add gravestone sprite | 0.5 | 0.5 | Drew |
| Research possible plants for Dullahan/Daemon. | 0.5 | 1 | Ian |
| Color Wendigo | 1.5 | 1.5 | Drew |
| Write wendigo information in world bible (finally) | 1 | 1 | Ian |
| Create Dumpster for the morgue | 1 | 1 | Brooke |
| Create Morgue background | 2 | 2 | Brooke |
| Research PDollar if it’s possible for us to use for gesture accuracy | 0.5 | 0.5 | jackson |
| Explain reasons for plants growing undead (ex. Cactus zombie) | 1 | ? (outside of WB) | Nick |
| Edit existing music to be less repetitive | 1 | 1.5 | Garrett |
| 3rd draft for menu theme | 0.5 | 0.5 | Garrett |
| Make the game feel Better | 1 | 1 | Riely |
| incorporate method for seeing you own resources | 1 | 1 | Riley |
| Do 2nd Game 101 presentation | 0.5 | 0.25 | Garrett, Nick |
| playtest morgue | 2 | 0.5 | Garrett |
| add trash sprites | 1 | 3 | Brooke, Garrett |
| Add a description of how this world is different from our own and how it is similar. | 2 | 1.5 | Carl, Ian |
| Make sure all Documents agree on the same things. (Example, how the plants work with undead.) | 2 | 2 | Carl, Ian |
| Make dirt pile asset and stage 1 growth stage asset | 1 | 2.25 | Nick |
| Update current plant designs based on feedback | 4 | 3.5 | nick |
| Playtest Graveyard | 1 | 1 | Carl |
| playtest new iteratation of the game | 0.5 | 0.5 | Garrett |
| Create 3 concepts for the nanocon poster | 0.5 | 0.5 | Brooke, jack |
| Add body part sprites | 2 | 4 | Brooke, Jack |
| (poster) background for sky and ground + create gates for graveyard entrance | 1 | 2 | Brooke, Jack |
| made graves and trees for the Nanocon poster | 0.5 | 0.5 | Brooke, jack |

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

|  |
| --- |
| **Problem Description** |
| * Trying to get bugs fixed before Nanocon |
| * trying to playtest but finding bugs that make it impossible to playtest |
| * Communication |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Research possible plants for Dullahan/Daemon | Ian | 1 |
| Make dirt pile asset and stage 1 growth stage asset | Nick | 1 |
| Create Morgue Background | Brooke | 2 |
| Update Smooth transition on scenes for nanocon | Drew | ? |
| Create Dumpster for Morgue | Brooke | 1 |
| Write Wendigo information in World Bible (Finally) | Ian | 1 |
| Research PDollar if it’s possible for us to use for gesture accuracy | Jackson | 0.5 |
| Do 2nd GAME 101 presentation | Nick | 0.5 |
| Dialogue for the merchant | Garrett | 2 |
| Make the game feel better | Riley | 1 |
| Make sure all Documents agree on the same things. (Example, how the plants work with undead.) | Ian | 2 |
| Add graveyard sprites | Garrett | 3 |
| Create Title Logo | Nick | 5 |
| Playtest Graveyard | Carl | 1 |
| Sprint Report 5 | Garrett | 0.5 |
| Playtest new iteration of the game | Garrett | 0.5 |
| 3 drafts for each resource sprite | Garrett | 2 |
| GraveyYard/MainMenu Background | Brooke | 4 |
| Add Gravestone sprite | Drew | 0.5 |
| Implement finished art assets to make the game prettier | Drew | 1 |
| Create 3 concepts for the nanocon poster | jack | 0.5 |
| (poster) background for sky and ground + create gates for graveyard entrance | jack | 1 |
| made graves and trees for the Nanocon poster | jack | 0.5 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 7 |  |
| Drew | 8 | 6.5 |  |
| Riley | 8 | 7.2 |  |
| Jackson | 8 | 7.5 |  |
| Nick | 8 | 8.6 |  |
| Garrett | 8 | 6.5 |  |
| Ian | 8 | 6.6 |  |
| Carl | 8 | 3 | Out of town |

* *Total workblocks by team: 52.9*
* *Total completed stories by team: 25*
* *Stories completed per workblock: 0.473*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 7 |  |
| Brooke Gronli | 2 |  |
| Jackson A. |  |  |
| Riley Winkler | 19 |  |
| Nicholas Lenz |  |  |
| Garrett V. | 3 |  |
| 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/0.2.0>
* No issues

**Test Report:**

* 2 trello cards spent on playtesting
* Fixed phone issue where only one phone would work
* 10 issues found, 2 issues resolved
  + Resolved morgue softlocking game for the first time
  + Resolved camera not having bounds
  + Have not solved:
    - Marketplace assets off screen
    - Error message when tapping or swiping
    - Tapping with alternating fingers can cause camera issues
    - Resetting the game can put a monster into the next stage
    - Morgue can only be completed once before freezing
    - Planting a monster in the 4th or 5th slot will prevent you from exiting the 6th or 7th plant menu
    - Pressing load causes resource icons to duplicate
    - Trading with the merchant basically resets the game and prevents any progress

**Marketing Report:**

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

* **Summary of New Materials**
  + (none)
* **Update**
  + Tweeted art assets