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

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Create outward facing High Concept | 1 | 1 | Carl, Drew, Ian |
| Graveyard/Main menu background | 4 | 3 | Brooke |
| Create Outward facing world bible | 2 | 2 | Carl, Drew, Ian |
| Dialogue for the merchant | 2 | 1.5 | Carl, Ian |
| Create playtesting form for Nanocon | 0.5 | 0.5 | Garrett |
| Marketplace background for Nanocon | 1 | 1 | Brooke |
| make game poster for Nanocon | 5 | 4 | Brooke, Jack |
| Sprint Report 5 | 0.5 | 0.5 | Everyone |
| Create seeding phases of current plant designs | 2 | 2 | Nick |
| Research shape accuracy | 0.75 | 0.75 | Brooke, Drew, Jack |
| Do more research into shape drawing | 2 | 1 | Brooke, Jack |
| Mentor giving seeds (magic based and Souls) | 1.5 | 1 | Ian |
| 3 Drafts for each resource sprite | 2 | 2.5 | Garrett |
| brewing mama song v1 | 1 | 1 | Garrett |
| add narrative dialog display system into unity | 2 | 2 | Carl, Drew |
| Whitebox the glyph master mini game | 0.5 | 0.5 | Brooke, Jack |
| Mastermind game song v1 | 1 | 0.25 | Garrett |

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

|  |
| --- |
| **Problem Description** |
| * Minigame brainstorming |
| * We’ve been having a few more small communication things, here and there |
|  |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Nanocon Checklist | Garrett | -- |
| Create playtesting form for Nanocon | Garrett | 0.5 |
| Create Outward Facing World Bible | Carl | 2 |
| Marketplace background for nanocon | Brooke | 1 |
| Create outward facing high concept doc | Drew | 1 |
| Do more research into shape drawing accuracy | Brooke | 2 |
| Revise seedling designs based on feedback | Nick | 3 |
| Add Narrative dialog display system into Unity | Nick | 2 |
| Mentor giving seeds (Magic based and Soul based) | Ian | 1.5 |
| Create one color scheme idea for logo | Jack | 1 |
| Research other mini games for inspiration to use in our game | Jack | 0.5 |
| whitebox potion brewing mini game | jack | 0.5 |
| Whitebox mastermind magic game | Brooke | 0.5 |
| Synthy song soul stuff (souls v1) | garrett | 1 |
| mastermind game song v1 | Garrett | 1 |
| Brewing Mama song v1 | garrett | 1 |
| Mentor introduction to minigames | ian | 1.5 |
| Trailer v2 | garrett | 2 |
| Whitebox The glyph master Mini game | Jack | 0.5 |
| Playtest new build | Garrett | 0.5 |
| playtest mastermind | Garrett | 0.5 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 7 |  |
| Drew | 8 | 7 |  |
| Riley | 8 | 6 |  |
| Jackson | 8 | 7 |  |
| Nick | 8 | 8 |  |
| Garrett | 8 | 5 |  |
| Ian | 8 | 6 |  |
| Carl | 8 | 4 |  |

* *Total workblocks by team: 50*
* *Total completed stories by team: 17*
* *Stories completed per workblock: 0.34*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 14 |  |
| Brooke Gronli | 13 |  |
| Jackson A. |  |  |
| Riley Winkler | 20 |  |
| Nicholas Lenz | 2 |  |
| Garrett V. | 3 |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 43*

*Admin Notes*

* The build is currently our Nanocon build as the work done in the past week is not prepared for a build
* Moved to [GitHub](https://github.com/rex8112/necronursery)
* A very barebones build is ready now  
  <https://github.com/rex8112/necronursery/releases/tag/0.3.1>
* No issues

**Test Report:**

* 2 trello cards spent on playtesting
* Few new issues found, mostly resolved
  + Mainly fixing Nanocon bugs
* Started paper prototyping new minigame
  + Mastermind

**Marketing Report:**

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

* **Summary of New Materials**
  + game poster
* **Update**
  + Tweeted art assets