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

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| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Set brooke up with some sick clip tutorials | 1 | 0.5 | Nick |
| Revise seedling designs based on feedback | 3 | 2.25 | Nick |
| Mentor introduction to minigames | 1.5 | 1.5 | Ian |
| Playtest Mastermind | 0.5 | 0.5 | Garrett |
| Mastermind game song v2 | 1 | 0.75 | Garrett |
| Playtest new build | 0.5 | 0.5 | Garrett |
| Comb through world bible for inconsistencies | 1 | 1 | Brooke, Nick, Jack, Drew, Garrett |
| Add graveyard sprites | 3 | 2 | Brooke, Garrett |
| Updated minigames in World Bible (Removed dropped minigames and added new mastermind and brewing minigame) | 1 | 1 | ian |
| Match tile flipping to beat of the music | 0.75 | 0.25 | Drew |
| Find out if file information can be shared between Krita and Clip Studio | 1 | 0.25 | Nick |
| Right/Wrong Checkboxes on BrewingMama | 0.5 | 0.5 | Drew, Riley |
| whitebox potion brewing mini game | 0.5 | 0.5 | Drew, Riley |
| add turning on/off the correct signal during code comparison, Mastermind | 2 | 1 | Brooke, Jackson, Riley |
| Whitebox mastermind mini game | 0.5 | 0.5 | Brooke, Jack |
| Populate List of Ingredients | 0.75 | 0.75 | Drew |
| Implement tile flip to reveal needed object | 0.75 | 0.5 | Drew, Riley |
| Make Objects duplicate & create win lose conditions | 1 | 1 | Drew, Riley |
| Add placing runes into the summoning circle. | 1 | 1 | Brooke, Jack |
| Add Generation of Correct Code in Mastermind and compare it with the player input | 1.5 | 2 | Brooke, Jack |

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

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| **Problem Description** |
| * Having a break in the middle broke the flow we had. having some issues getting it back up |
| * With finals/ break coming up work ethics are getting pretty low |
| * We all keep forgetting to stay on top of trello. |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Create Mentor Final Asset | Nick | 6 |
| create movable glyphs that snap to location or back to original location | Jackson | 1 |
| Add Dialogue script to Menu in Graveyard Scene | Carl | 2 |
| Mastermind game song v3 | Garrett | 1 |
| Mastermind game song v2 | Garrett | 1 |
| Brewing mama song v2 | Garrett | 1 |
| Comb through world bible for inconsistencies | Garrett | 2 |
| Updated minigames in World Bible (Removed dropped minigames and added new mastermind and brewing minigame) | Ian | 1 |
| Gather Dialogue and Compile it into one document in a readable format. | Ian | 1.5 |
| Make a [next] version of the World Bible and High Concept | Brooke | 1 |
| Revise Lich Origin Story in World Bible | Brooke | 1 |
| Define What Magic is in our world | Brooke | 1 |
| Adjust Outside relations (they are shunned) | Jack | 1 |
| Define Necromancer Ranks (What makes you a Mentor or Elder) | Nick | 1 |
| Revise World Bible section "Necromancy is magic, botany was adopted, They are merged but seperate entities" | Garrett | 1 |
| Implement tile flip to reveal needed object | Drew | 0.75 |
| Create potion stand and collision assets | Drew | 1 |
| Make Objects duplicate & create win lose conditions | Drew | 1 |
| Populate List of Ingredients | Drew | 0.75 |
| Match tile flipping to beat of the music | Drew | 0.75 |
| Minor transition to win & lose screen(maybe) | Drew | 1.25 |
| Concept Art - Brewing Stand | Drew | 1.5 |
| Concept Art- Ingredients | Drew | 5 |
| Right/Wrong Checkboxes on BrewingMama | Riley | 0.5 |
| Find out if file information can be shared between Krita and Clip Studio | Nick | 1 |
| Create gameplay trailer for semester presentation | Nick | 4 |
| Add Background Music to BrewingMama Scene | Drew | 0.25 |
| Set brooke up with some sick clip tutorials | Nick | 1 |
| Add placing runes into the summoning circle. | Jack | 1 |
| Add Generation of Correct Code in Mastermind and compare it with the player input | Brooke | 1.5 |
| add turning on/off the correct signal during code comparison, Mastermind | Jack | 1 |
| Add book with previous guesses in mastermind | Brooke | 1.5 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 7.4 |  |
| Drew | 8 | 6 |  |
| Riley | 8 | 6 |  |
| Jackson | 8 | 7.13 |  |
| Nick | 8 | 6.75 |  |
| Garrett | 8 | 3 | Personal Things |
| Ian | 8 | 7 |  |
| Carl | 8 | 1 | Personal things |

* *Total workblocks by team: 44.28*
* *Total completed stories by team: 20*
* *Stories completed per workblock:0.45*

*Additional Notes*

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 26 |  |
| Brooke Gronli | 25 |  |
| Jackson A. | 14 |  |
| Riley Winkler | 41 |  |
| Nicholas Lenz | 4 |  |
| Garrett V. | 4 |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 79*

*Admin Notes*

* This will likely be the last build of the semester
* Moved to [GitHub](https://github.com/rex8112/necronursery)
* Build 0.4.0  
  <https://github.com/rex8112/necronursery/releases/tag/0.4.0>
* No issues

**Test Report:**

* No playtesting recorded this sprint

**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