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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Finish the vine growth animation for game trailer/splash screen | 1 | 1.5 | Jackson |
| Spend 2 WB’s working on new monster color schemes | 2 | 3 | Brooke |
| Gather Dialogue and compile it into one document in a readable format. | 1.5 | 1.5 | Carl, Ian |
| Separate the different layers of the grave stone for later animation | 1 | 2 | Jackson, Brooke |
| Watch some after effects tutorials to figure out desired animations | 1 | 1 | Jackson |

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

|  |
| --- |
| **Problem Description** |
| * team motivation (This is hard to keep up with team hygiene being low) |
| * HYGIENE still |
| * Getting art done in a timely manner |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Separate the different layers of the grave stone for later animation | Jack | 1 |
| Watch some after effects tutorials to figure out desired animations | Jack | 1 |
| Finish the vine growth animation for game trailer/splash screen | Jack | 1 |
| Add Unknown resource mechanic | Riley | 2 |
| Start the gravestone chisel effect in after effects for the game trailer/splash screen | Brooke | 1 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 5.5 |  |
| Drew | 8 | 3.75 |  |
| Riley | 8 | 4.75 |  |
| Jackson | 8 | 5 |  |
| Nick | 8 | 3 |  |
| Ian | 8 | 4.5 |  |
| Carl | 8 | 0.5 |  |

* *Total workblocks by team:* ***26.75***
* *Total completed stories by team:* ***5***
* *Stories completed per workblock:* ***0.2***

*Additional Notes*

* Our bot that we use to clock in and out has been down. so WB’s are incorrect.

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 0 |  |
| Brooke Gronli | 0 |  |
| Jackson A. | 0 |  |
| Riley Winkler | 7 |  |
| Nicholas Lenz | 1 |  |
| Garrett V. | 0 |  |
| Ian Trollinger | 0 |  |
| Carl Petersen | 0 |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 8*

*Admin Notes*

* Build will be posted on GitHub
* 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**
  + (none)
* **Update**
  + Tweeted art assets