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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| create movable glyphs that snap to location or back to original location | 2 | 2 | Brooke, Jack |
| make a new version of the World Bible and High Concept | 1 | 0.5 | Carl |
| Playtest current version of gam e | 0.5 | 0.25 | Garrett |
| Mastermind game song v3 | 1 | 0.5 | Garrett |
| Brewing Mama song v2 | 1 | 0.75 | Garrett |
| Create gameplay trailer for semester presentation | 4 | 0.5 | Nick |
| Set up workstations and copy over white boards | 1 | 1.75 | Brooke, Jackson, Riley |
| Create 1 color scheme idea for Logo | ? | ? | Brooke |
| make roadmap | 1 | 1.5 | Brooke, Drew, Riley, Jackson, Nick |

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

|  |
| --- |
| **Problem Description** |
| * having issues finding a good time to have our team meetings. |
| * Had issues getting Unity working correctly |
| * Already members are have been hit with sickness |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Set up workstations and copy over white boards | Brooke | 1 |
| Number of tries counts down after submit is clicked (mastermind) | Jackson | 1 |
| Write worldbuilding entry draft for Lich | Nick | 0.5 |
| Fix grammar in the world bible with Grammarly. | Carl | 1 |
| Make roadmap | Drew | 1 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 6 | 3.5 |  |
| Drew | 6 | 2.5 |  |
| Riley | 6 | 3 |  |
| Jackson | 6 | 3.5 |  |
| Nick | 6 | 3.5 |  |
| Ian | 6 | 1 | sickness |
| Carl | 6 | 3 |  |

* *Total workblocks by team:* ***20***
* *Total completed stories by team:* ***9***
* *Stories completed per workblock:* ***0.45***

*Additional Notes*

* With figuring out schedules, this first sprint was slow. We spent most of the time planning for the semester.

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 3 |  |
| Brooke Gronli | 1 |  |
| Jackson A. | 1 |  |
| Riley Winkler | 4 |  |
| Nicholas Lenz |  |  |
| Garrett V. |  |  |
| Ian Trollinger |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 5*

*Admin Notes*

* No new build yet
* 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