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

|  |  |  |  |
| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Finalize Lich Concept | 1 | 1 | caral/Ian |
| Write worldbuilding entry draft for Lich | 1 | 1 | caral/Ian |
| Revise Lich Origin Story in World Bible (Brainstorming) | .25 | .5 | Caral/Ian |
| Update inspector layout for better readability | 1.5 | 2.5 | Riley |
| Sketch ideas for Mastermind runes | 1 | .5 | Brooke/Jack |
| Number of tries counts down after submit is clicked (mastermind) | 1 | 1.5 | Brooke/Jack |
| Write out functionality for showing guesses in NotePad. | .5 | .5 | Brooke/Jack/Riley |
| Update seeds to no longer be unlimited | .75 | .75 | Riley |
| Add code for experience and leveling up | 1 | 1 | Drew/Riley |
| Updated to have Inspector buttons for graves | .75 | .5 | Riley |
| Redo dirt patch and Stage 1 for 2.5D | 3 | 1.25 | Nick |
| Complete lineart for Zombie stages 2 and 3 | 4 | 2 | Nick |

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

|  |
| --- |
| **Problem Description** |
| * team motivation |
| * More sickness |
| * trying to get team members to realize that personal hygiene is very important. |

***New Stories***

|  |  |  |
| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| Write out functionality for showing guesses in NotePad. | Jack | 0.5 |
| Redo sketches of all monsters for 2.5D | Nick | 5 |
| Redo dirt patch and Stage 1 for 2.5D | Nick | 3 |
| Update seeds to no longer be unlimited | Drew | 0.75 |
| Add code for experience and leveling up | Riley | 1 |
| Updated to have Inspector buttons for graves | Drew | 0.75 |
| Hannah to do background Art (Drew Will Get Updates From Her) | Drew | 6 |
| Sketch ideas for Mastermind runes | Brooke | 1 |
| Spend 2 WBs working on new monster colors | Brooke | 2 |
| Update inspector layout for better readability | Riley | 1.5 |
| Unlocking Monsters and Minigames based on level | Drew | 1 |
| Finalize Lich Concept (Art) | Ian | 1 |
| Add a Library in the world with tomes on the worldbuilding of the world | Carl | 1 |
| Complete lineart for Zombie stages 2 and 3 | Nick | 4 |
| Plan layout for transition scene 1 | Ian | 1 |

**Team Member Workblocks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Brooke | 8 | 6 |  |
| Drew | 8 | 4.5 |  |
| Riley | 8 | 6 |  |
| Jackson | 8 | 6 |  |
| Nick | 8 | 5.5 |  |
| Ian | 8 | 5 |  |
| Carl | 8 | 3.5 |  |

* *Total workblocks by team:* ***36.5***
* *Total completed stories by team:* ***12***
* *Stories completed per workblock:* ***0.33***

*Additional Notes*

* Our bot that we use to clock in and out has been down. so WB’s are incorrect. it’s off by 1, maybe 2 WB’s. No more than that though.

**Admin Report:**

**Team Member Version Control commits**

|  |  |  |
| --- | --- | --- |
| **Name** | **# of commits** | **Notes** |
| Drew Concha | 18 |  |
| Brooke Gronli | 5 |  |
| Jackson A. | 3 |  |
| Riley Winkler | 43 |  |
| Nicholas Lenz | 7 |  |
| Garrett V. | 2 |  |
| Ian Trollinger | 1 |  |
| Carl Petersen | 1 |  |
|  |  |  |
|  |  |  |

* *Total commits by team: 60*

*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