Week 2 Report

Summary/Reflection

We began working towards the deliverables expected at the end of the Alpha Stage. Not as much work was completed throughout the week as we were hoping, as some of us struggled to complete 16-20 hours of work.

Achievements:

- Finally completed the Product Backlog for the semester.
- Finally prepared a Sprint Plan document for the semester for organisational purposes.
- Limbs can be picked up and used as weapons to a certain degree.
- Skull loss gameplay effect where the player has blurry long-range vision.
- New skeleton modelled and rigged.

Problems:

- Had to do the Product Backlog and the Sprint Plan document this week as it was not prepared during the holidays.
- Had no Sprint Backlog for the first week as it was not prepared during the holidays.
- Some team members struggled to complete 16-20 hours of work for the week.
- In addition to a team meeting in person, we struggled to find the time for a 1 hour Skype meeting in the middle of week when everyone was available.
- Chris had very little input into discussions within the team throughout the week.

Plans:

- Prepare updated and additional UI and HUD graphics.
- Prepare a Sprint 2 Backlog with burndown chart.
- Complete the UI menu functionality, including the server list and hosting screens.
- Complete the making limbs as weapons.
- Make a new skybox.
- Make a new terrain.
- Additional level atmosphere.
- UV map the skeleton.
- Animation state programming.