**GDD Progress Report**

*Haneul Choi*

**Links**

* **GitHub Repo:** *Post a URL link to your GitHub Repo*
* **YouTube Playlist:** *Post a URL link to the YouTube Playlist for your project*

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| **Instructions:**  This document will contain a running progress of work completed on all sprints with the most recent report being at the top of the document and older reports being pushed down (reverse chronological order).  You will require the following sections for each Sprint/Report   * Current Sprint title * Progress List & DevLog * Screenshots * Peer Feedback * Reflection & Summary * Next Sprint Task Plan     *\* See below for instructions and examples for each section*  *Update table of contents above, check to make sure things are linked properly* |

# Sprint Report 01

*[10-07 ~ 10-18]*

## Progress List & DevLog:

*Look at all the tasks you planned to complete this sprint and record which tasks were completed and when. Include any tasks from feedback from your previous sprints, or discovered as you progressed.*

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| --- | --- | --- | --- |
| ***Task results for current Sprint:*** | ***Assigned to:*** | ***Status:*** | ***Date Complete:*** |
| Make Snowman head (player character) | Haneul | Complete | *2024/10/08* |
| Make Snowman body as enemy. | Haneul | Complete | *2024/10/16* |
| Create trace on snow field. | Haneul | Incomplete | - |
| Add a little house. | Haneul | Incomplete | *-* |
| Making it snow on field. | Haneul | Complete | *2024/10/09* |
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## Screenshots:

*Include 3 to 5 screenshots that shows off your progress and major milestone*

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## Peer Feedback:

## *Peer Feedback: Ask your peers to review the latest iteration of your project.*

## *\*\* Get feedback from at least 3 different peers (list their names and feedback given)*

## *Gather quality, actionable feedback to help refine your project. Take a moment to reflect on the valuable insights you receive during this process.*

## *Key Considerations When Gathering Feedback:*

## *Clarity: Is the player interacting with your game as you intended? Did they misunderstand any features? How can you make things clearer?*

## *Balance & Pacing: Is your gameplay balanced? Is the player progressing through your content at the intended pace? Are upgrade costs too high or too low? Are you giving enough credits?*

## *Overall Fun: Is the player having fun? Are there any small points of frustration that interfere with their enjoyment?*

## *As you gather feedback, consider whether your peers identified aspects you may have overlooked. Did they raise interesting points that could enhance your project?*

## *Compile a comprehensive list of key feedback and observations, focusing on constructive comments that can guide improvements. Pay special attention to any surprising insights or new learnings that emerged during this phase. These insights will be instrumental in shaping your decisions for upcoming changes, fostering continuous improvement in your design.*

## *Based on the feedback you gathered, plan and list out any changes you made or will make to your Project. Be thorough and detailed.*

Kieran – It’s very easy to fly off the map as is, adding some walls or increasing stage size or something along those lines will help stop that from happening. The camera angle feels very low while playing and you can’t see anything behind you. Enemy hitbox also doesn’t always hit the player  
  
Kyle – It’s a cool idea. The health system doesn’t seem to be working as expected, my value went from 100 to 75 after a pickup. Also, if the enemy falls off the edge, there is no death or way out of that. I’m sure that would be implemented in the future.

Nathaniel – I really like the premise! Although there’s not a whole lot of things in the game, like obstacles or other mechanics.

## **Sprint 01: Reflection & Summary (this is done individually)**

*Take a moment to reflect and document your journey through this sprint. Consider both the successes and challenges you encountered along the way:*

* ***Successes:*** *What aspects of the sprint went smoothly? Were there any tasks you achieved more easily than expected?*
* ***Challenges:*** *Where did you face difficulties? Did any unexpected challenges arise, or were there tasks that turned out to be more complex than anticipated?*

*As you reflect on your experiences, consider the lessons you’ve learned:*

* ***Key Insights:*** *What crucial insights have you gained about game design and documentation? Have your initial assumptions about these aspects changed throughout your work?*
* ***Skills Development:*** *What new skills have you developed during this sprint? Were there any realizations that emerged from your efforts?*

*Articulate the significance of your experiences:*

* ***Impact on Understanding:*** *How has this milestone contributed to your overall understanding of the Game Development process and documentation?*

*Finally, think about any adjustments or improvements you plan to make in your approach:*

* ***Future Adjustments:*** *Are there specific changes you intend to implement in your process as you continue working on this project (and possibly future projects)?*

*This reflection is an opportunity to gain valuable insights into your learning process and growth as a game developer.*

## Next Sprint Task List:

***Define Your Objectives:*** *Identify what you intend to accomplish during your next sprint.*

***Task Breakdown:*** *Create a list of all the tasks required to achieve these objectives. Break down larger tasks into smaller, measurable pieces to ensure they are manageable and trackable.*

***Incorporate Feedback:*** *Include any tasks that emerged from the peer feedback you received. Ensure these are prioritized alongside your original objectives.*

***Prioritize by Milestones:*** *Consider upcoming deliverables (e.g., Alpha, Beta) and prioritize tasks to ensure you meet these key milestones. Focus on tasks that are critical to reaching these goals.*

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| ***Tasks Planned for next sprint:*** | ***Assigned to:*** | ***Status:*** | ***Date Complete:*** |
| GDD – Setup Wiki website | Name | n/a | n/a |
| GDD – Create and fill Page: Overview | Name | n/a | n/a |
| GDD – Create and fill Page: Design Pillars | Name | n/a | n/a |
| GDD – Create and fill Page: Controls | Name | n/a | n/a |
| GDD – Create and fill Page: Story & Setting | Name | n/a | n/a |
| GDD – Create and fill Page: Market analysis | Name | n/a | n/a |
| GDD – Gather Feedback from peers | Name | n/a | n/a |
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