

Asset & Development Plan

Team SkyGate

Version 3.1

|  |  |  |
| --- | --- | --- |
| **Position Title** | **Name** | **Signature** |
| Assistant Producer/ Level Designer | Jason Orsatti |  |
| Game Designer / Level Designer | Grace Blessey |  |
| Lead Level Designer | Josh Weeks |  |
| Level Designer | Nick Urko |  |
| Level Designer | Al Nachman |  |
| Level Designer | Jaddua Ross |  |
| Level Designer | David Skaggs |  |
| Lead Artist | Matt Musante |  |
| Artist | Adriana Clonts |  |
| Artist | Brian Wells |  |
| Artist | David DeCoster |  |
| Lead Programmer | Casey Donnellan |  |
| Programmer | Benjamin Pope |  |

Document Revisions Table

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| 1.0 | Initial Inception of Document | Professor McCoy,  Professor Rosemond | 07/05/2011 |
| 2.0 | Re-vision of Backlogs – Milestones, Arbor Deconstruction and Meeting hours | Professor Stringer,  Professor Rosemond | 08/22/2011 |
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| 3.1 | Updated Sprint 5 Backlog: Page 35 Updated Sprint 6 Backlog: Page 36 Updated Sprint 7 Backlog: Page 36 Updated Sprint 5 Actuals: Page 63 Updated Sprint 6 Actuals: Page 73 Updated Sprint 7 Actuals: Page 81 | Professor Stringer, Professor Clune | 12/09/2011 |
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# Culture Statement

We, the developers of ‘Arbor’ shall strive to construct an awesome, well balanced, and visually stunning, bug free game for everyone to enjoy. Through open communication, honesty, respect, and devotion to our team, we endeavor to work hard to meet not only our individual goals but each other’s as well. Our final goal is to construct portfolio worthy pieces to ensure our employment in future companies. All of these virtues represent what it means to be part of SkyGate and who we, as a team, have become.



Figure 1: Back Left: Jaddua Ross, Nick Urko, David Skaggs, Casey Donnellan, David DeCoster, Josh Weeks, Al Nachman  
Front Left: Adriana Clonts, Grace Blessey, Jason Orsatti, Matt Musante, Brian Wells, Benjamin Pope

# Team Governance

## Individual Goals

#### Jason Orsatti

* To make a game that is awesome, fun to play, and well designed without any bugs
* To be efficient and responsible for attendance, getting work done and leading others properly
* To be open and available to anyone on the team who needs help or needs to talk
* To help the team achieve their goals, one of which is getting an A, and have a good time.

#### Grace Blessey

* To make Arbor’s gameplay as fun as possible
* For milestones to be met satisfactorily and with minimal stress
* To make an A in the class

#### Josh Weeks

* Improve ability to communicate effectively
* Create a fun, polished gameplay experience
* Improve leadership skills
* Make sure the designers have a positive experience

#### Nick Urko

* To collaborate effectively with other team members within and outside of my discipline
* To make an awesome game with polished gameplay and visuals
* To maintain a positive and friendly work environment with all teammates

#### Al Nachman

* Give the project the level of focus, attention, and dedication that it deserves.
* To check e-mail several times a day and make valuable contributions to the game development.
* To create high-quality work that I can use as an example of my skill for my portfolio and for job interviews.

#### Jaddua Ross

* To get a good grade
* Develop and improve level design skills
* Develop teamwork skills
* To Have FUN

#### David Skaggs

* Build quality levels that look good and play great
* Work with lead to get feedback often
* Learn something new in UDK
* Improve Kismet skills

#### Matt Musante

* Provide excellent leadership for the Art Department
* Work with other department leaders to create an excellent game
* Make every member of the art team feel like a contributor
* Maintain art style for the game and create portfolio worthy assets
* Troubleshoot any problems the artists encounter, or find someone who can
* Create and maintain an art pipeline analogous to industry standards

#### Adriana Clonts

* To get a portfolio worthy piece out of this game
* To develop parts (arts) for a highly polished game that is fun
* To participate in a great team atmosphere
* To get an A in the class

#### Brian Wells

* To work with my fellow artists to develop a cohesive, functional, and memorable art style
* To work cooperatively with team members in each discipline to create a game someone would actually buy
* To maintain a positive atmosphere and always serve the collective good of the team, regardless of what obstacles may come our way

#### David DeCoster

* Create portfolio-worthy assets
* Gain better knowledge of how to create environments and shaders using UDK

#### Casey Donnellan

* To become a better programmer
* To learn how to work harmoniously in a team with another programmer
* To extend a game from UDK rather than UT3
* To make a really good game

#### Benjamin Pope

* To push the quality of my assets to a new level
* To gain experience implementing gameplay and components
* To communicate effectively and provide reliable support for the team

## Team Goals

* To make as good of a game as possible while still having fun and maintaining good sleep and health habits
* To ensure that the game is portfolio worthy and it is a product we are all proud of
* To make sure that the game, while fun, is also inviting, engaging, filled with beautiful visuals and rewarding puzzles that feels great to play
* Maintain a positive and helpful work environment where people can make mistakes and recover
* Finish basic production work with extra time to polish game elements
* To maintain friendships, not burn any bridges and enjoy some fruity drinks at the end of the production cycle
* To enter the game into the IGC 2013 with a polished experience and compelling gameplay
* To decimate all oppositions in the impending NERF Apocalypse with the exception of Team RobotLegs if they choose to side with us

## Team Contract

1. Demonstrate a realistic understanding of our role and accountabilities
2. Demonstrate objective and fact-based judgments.
3. Collaborate effectively with other team members.
4. Make the team goal a higher priority than any personal objective.
5. Demonstrate a willingness to devote whatever effort is necessary to achieve team success.
6. Be willing to share information, perceptions, and feedback appropriately.
7. Provide help to other team members when needed and appropriate.
8. Demonstrate high standards of excellence.
9. Stand behind and support team decisions.
10. Demonstrate courage of conviction by directly confronting important issues.
11. Demonstrate leadership in ways that contribute to the team’s success.
12. Respond constructively to feedback from others.
13. Maintain personal hygiene and be respectful of others

# Roles and Responsibilities

|  |  |
| --- | --- |
| Rolls | Responsibilities |
| **Assistant Producer /**  **Level Designer**  Jason Orsatti | * Specialization tasks: Helps create level(s) in UDK * Lead team presentations * Participate in team meetings in a leadership role * Create and keep planning documents current: ADP * Gather tasks for milestones * Create Scrum Board & is Scrum Master * Approve assets * Check tasks against plan * Maintain major team goals & mitigate major team risks * Maintains a design vision to maximize quality * Create schedules for work to be completed * Keep the team on track and organized * Serve as a positive role model for the entire team * Bug testing and Bug reporting through Issue Manager |
| **Rolls** | **Responsibilities** |
| **Game Designer /**  **Level Designer**   Grace Blessey | * Specialization tasks: Helps create level(s) in UDK * Participate in team presentations * Create and keep planning documents current: GDD * Lead design meetings * Work with faculty advisor and team to create design * Approves and maintains vision for Game Design * Serve as a positive role model for the entire team * Help research music and sounds |
| **Rolls** | **Responsibilities** |
| **Lead Level Designer**  Josh Weeks | * Specialization tasks: Helps create level(s) in UDK * Work with faculty advisor and team to create design * Participate in team presentations * Create and keep planning documents current: LDDs * Lead Level Designers’ meetings * Approves and maintains vision for Level Design * Serve as a positive role model for the entire team * Help with updating the Asset Database |

|  |  |
| --- | --- |
| Rolls | Responsibilities |
| **Level Designer**  Nick Urko | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Design levels and communicate needs for level assets * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality * Keep aware of technical issues & find solutions * Help Update LDD and ADB * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Level Designer**  Al Nachman | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Design levels and communicate needs for level assets * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality * Keep aware of technical issues & find solutions * Help Update LDD and ADB * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Level Designer**  Jaddua Ross | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Design levels and communicate needs for level assets * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality * Keep aware of technical issues & find solutions * Help Update LDD and ADB * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Level Designer**  David Skaggs | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Design levels and communicate needs for level assets * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality * Keep aware of technical issues & find solutions * Help Update LDD and ADB * Participate in Presentations, Scrum & Milestone day |

|  |  |
| --- | --- |
| Rolls | Responsibilities |
| **Lead Artist**  Matt Musante | * Specialization tasks: Create art and communicate style * Work with faculty advisor and team to create design * Participate in team presentations * Create and keep planning documents current: ASG * Lead Artists’ meetings * Approves and maintains vision for Art * Serve as a positive role model for the entire team * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Artist**  Adriana Clonts | * Work with faculty advisor and team to create art direction * Create art and communicate art style * Review art before going into game * Create Marketing materials for game (box, docs & poster) * Create Asset Database Documentation Art sections * Help Update ADB and ASG * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Artist**  Brian Wells | * Work with faculty advisor and team to create art direction * Create art and communicate art style * Review art before going into game * Create Marketing materials for game (box, docs & poster) * Create Asset Database Documentation Art sections * Help Update ADB and ASG * Participate in Presentations, Scrum & Milestone day |
| **Rolls** | **Responsibilities** |
| **Artist**  David DeCoster | * Work with faculty advisor and team to create art direction * Create art and communicate art style * Review art before going into game * Create Marketing materials for game (box, docs & poster) * Create Asset Database Documentation Art sections * Help Update ADB and ASG * Participate in Presentations, Scrum & Milestone day |

|  |  |
| --- | --- |
| Rolls | Responsibilities |
| **Lead Programmer** Casey Donnellan | * Specialization tasks: Codes game components * Work with faculty advisor and team to create design * Creates build and installer * Participate in team presentations * Create and keep planning documents current: TDD * Lead Programmers’ meetings * Approves and maintains vision for Programming * Set up and administer SVN * Serve as a positive role model for the entire team |
| **Rolls** | **Responsibilities** |
| **Programmer**  Benjamin Pope | * Work with lead to develop needed software components * Maintain Code and code style / naming convention * Review bugs and code samples before integration * Assist in sorting out Bugs and Quality Assurance * Help Update ADB and TDD * Participate in Presentations, Scrum & Milestone day |

Figure 2 Rolls and Responsibilities for all Team Members:

# Team Contact Database

Each team member agrees to check his or her e-mail and phone a minimum of three times daily Monday – Sunday at the beginning, middle, and end of the day.

|  |  |  |
| --- | --- | --- |
| **Name** | **E-mail Address** | **Phone-Number** |
| Jason Orsatti | [JOrsatti@smu.edu](mailto:JOrsatti@smu.edu) | 215-287-9239 |
| Grace Blessey | [CBlessey@smu.edu](mailto:CBlessey@smu.edu) | 228-243-2780 |
| Josh Weeks | [JoshuaW@smu.edu](mailto:JoshuaW@smu.edu) | 978-430-2134 |
| Nick Urko | [NUrko@smu.edu](mailto:NUrko@smu.edu) | 508-863-3809 |
| Al Nachman | [MNachman@smu.edu](mailto:MNachman@smu.edu) | 816-729-7808 |
| Jaddua Ross | [JadduaR@smu.edu](mailto:JadduaR@smu.edu) | 503-913-7188 |
| David Skaggs | [BSkaggs@smu.edu](mailto:BSkaggs@smu.edu) | 435-512-5161 |
| Matt Musante | [MMusante@smu.edu](mailto:MMusante@smu.edu) | 203-218-1972 |
| Adriana Clonts | [AClonts@smu.edu](mailto:AClonts@smu.edu) | 254-541-1226 |
| Brian Wells | [BWells@smu.edu](mailto:BWells@smu.edu) | 913-485-2658 |
| David DeCoster | [David.DeCoster@gmail.com](mailto:David.DeCoster@gmail.com) | 913-449-9088 |
| Casey Donnellan | [CDonnellan@smu.edu](mailto:CDonnellan@smu.edu) | 931-561-2129 |
| Benjamin Pope | [BPope@smu.edu](mailto:BPope@smu.edu) | 903-456-3733 |

Figure 3: Team Contact Info

## Schedule of Meetings

#### MOD 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** |
| 9:30am~12:30pm Class | 9:30am~12:30pm Core |  | 9:30am~12:30pm Class |  | 3 hours Individual |
|  |  | 6:30pm~9:30pm Core |  |  |  |

Figure 4: Core Hours and Meeting Times for MOD 6

#### MOD 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** |
|  | 9:30am~12:30pm Class | 9:30am~12:30pm Core |  | 9:30am~12:30pm Class | 3 hours Individual |
| 2:00pm~5:00pm Core |  |  |  |  |  |

Figure 5: Core Hours and Meeting Times for MOD 7

## Decision-Making Mechanisms

### Daily Scrum – daily project status meeting

1. This daily meeting starts on time 5 minutes after the commencement
2. All are welcome, but only team members can speak
3. Team members stand up in a semi-circle around the scrum board
4. The meeting is timeboxed to 10-15 minutes

### Scrum of Scrums 1 – leads meeting

1. This meeting occurs two times a week, Mondays and Fridays after the daily scrum
2. All team members are welcome, but only leads can speak
3. Leads stand up in a semi-circle around the scrum board
4. The meeting is timeboxed to 10 to 15 minutes
5. This meeting is to discuss the milestone progress, any unresolved issues, and to coordinate workflow between departments.

### Scrum of Scrums 2 – game design meeting

1. This meeting occurs two times a week, Tuesdays and Fridays after the daily scrum
2. All team members are welcome, but only leads can speak
3. Leads stand up in a semi-circle around the scrum board
4. The meeting is timeboxed to 5 to 10 minutes
5. Conducted by the Game Designer, this meeting is for leads to discuss any gameplay issues that have arisen and to go over feedback from testers.

### Sprint Reviews – all stakeholders milestone feedback

1. Review the work that was completed and not completed
2. Present the completed work to the stakeholders
3. Document feedback from the stakeholders

### Sprint Retrospective – team meeting for just completed Sprint

1. All team members reflect on the past sprint
2. Make continuous process improvements
3. Ask – What went well during the sprint?
4. Ask – What could we improve in the next sprint?

### Sprint Planning Meeting – planning meeting for next Sprint

1. Select what work is to be done based on stakeholder feedback
2. Prepare the Scrum Board and Backlog that details the time it will take to do that work with the entire team

## Project Tracking Mechanisms

#### Scrum Board

The physical space dedicated to display of project tasks and their tracking

#### Sprint Backlog

Document containing the information about the tasks and effort estimates

#### Sprint Backlog Actuals

Document containing information about the tasks and final effort

#### Asset & Development Plan

Contractual document containing information governing the team personnel expectations and detailed schedule of work to be completed

#### Asset Database

Database containing a complete description of assets generated for the project with their technical specifications

#### Game Design Document

Contractual document containing information detailing the design of the game and details of the level designs

#### Level Design Document(s)

Document containing the information detailing the design and specifications for all needed assets for the level with conceptual work having all lead inputs

#### Art Style Guide

Contractual document containing visual art reference for the digital art asset needed for the project as well as guidelines for use of tools to create the custom assets with all leads providing guidance

#### Technical Design Document

Contractual document describing the software product to give overall guidance of the engine architecture including guidelines for software configuration management practices and tools.

#### SVN (Subversion)

Stand alone application used to manage the changes to the computer file artifacts used in the creation of the project

#### Issue Manager

Stand alone application used to keep track of reported bugs in the work and manage their successful resolution

## Asset Approval Process

### Art Asset Approval

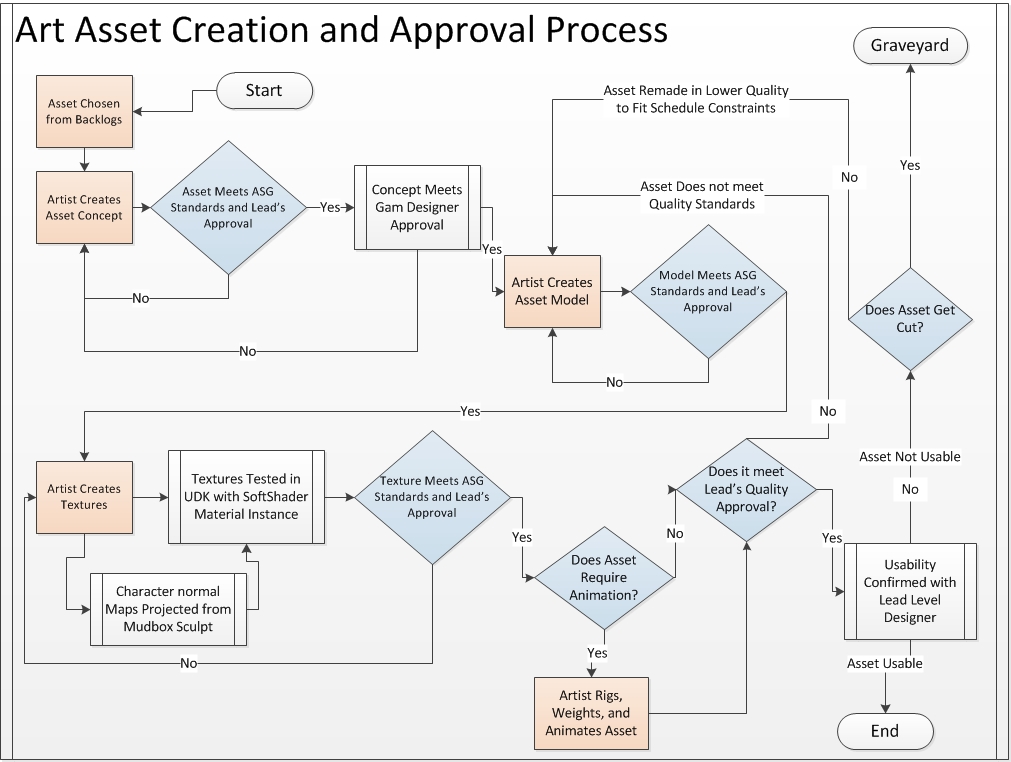


Figure 6: Art Asset Approval Flowchart

### Programming Asset Approval

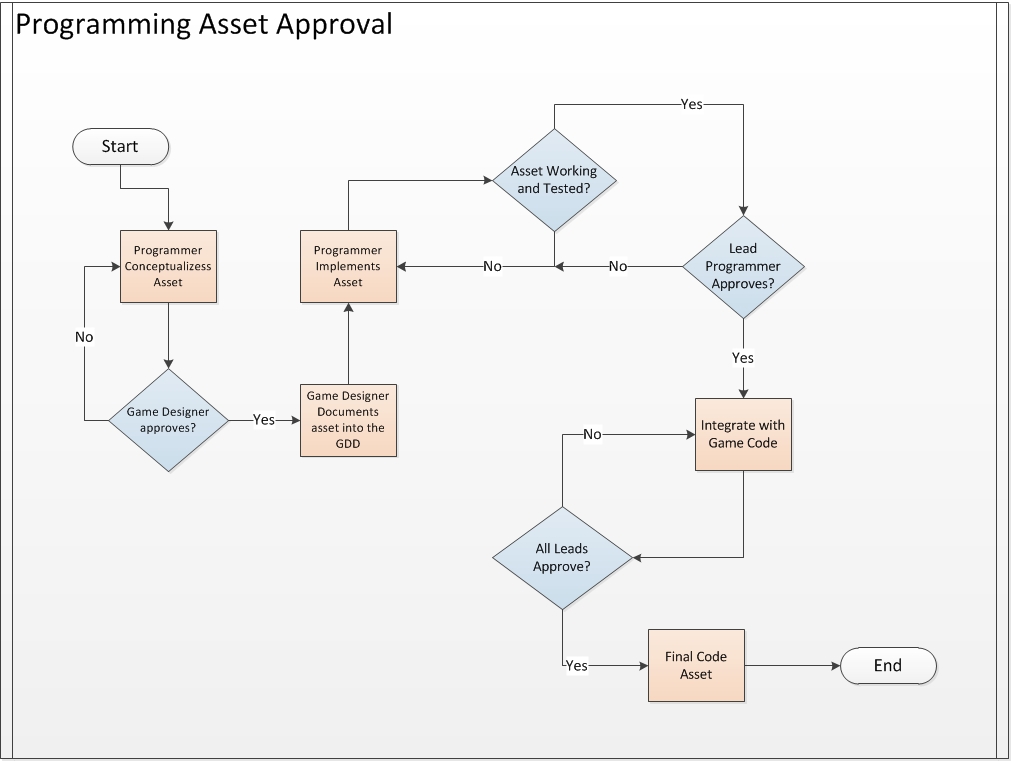


Figure 7: Programming Asset Approval Flowchart

### Level Design Approval

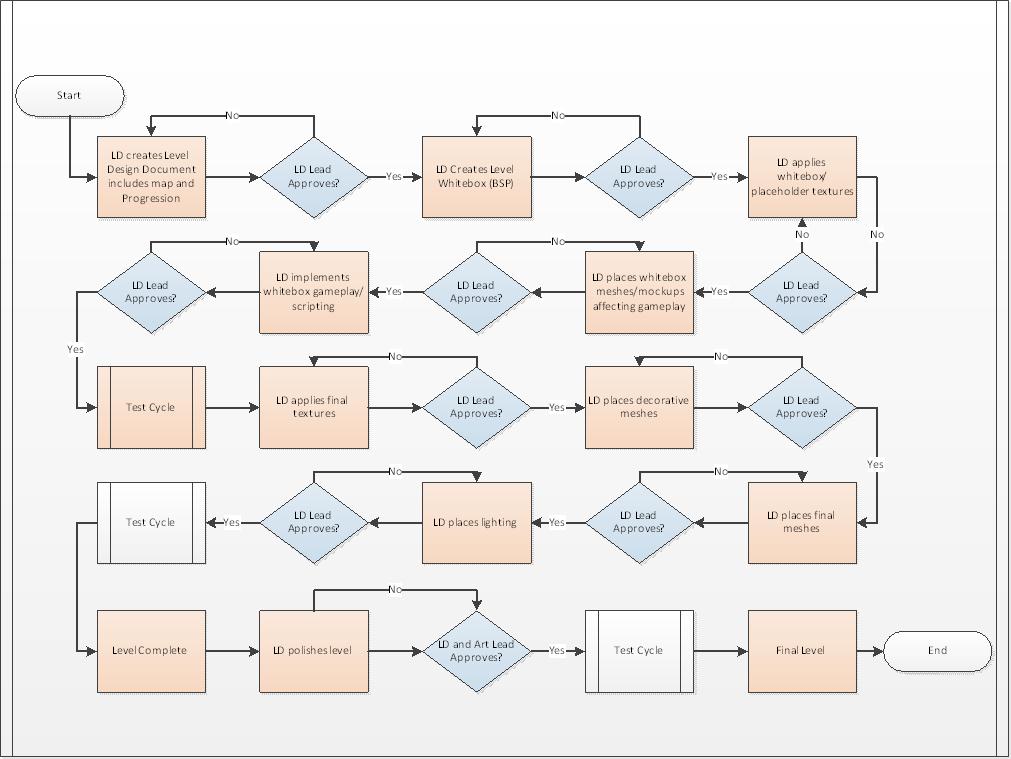


Figure 8: Level Design Approval Flowchart



Figure 9: Level Design Test Cycle Flowchart

### Game Design Approval

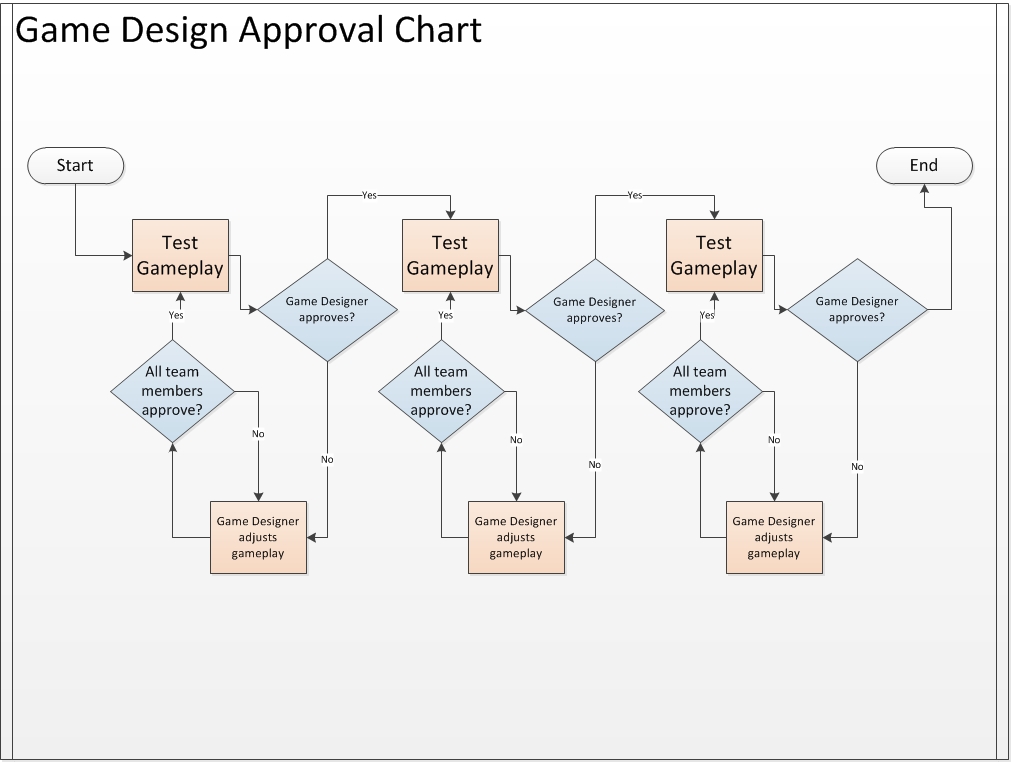


Figure 10: Sample Game Design Approval Flowchart

### Sound Asset Approval

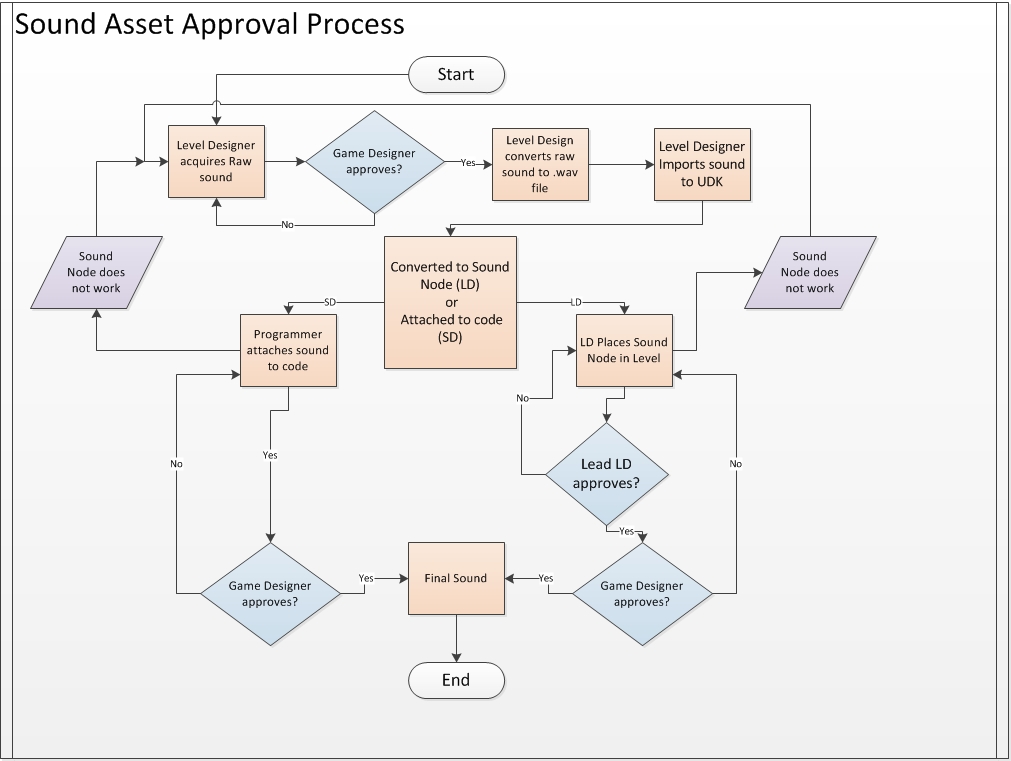


Figure 11: Sound Asset Approval Flowchart

### Music Asset Approval

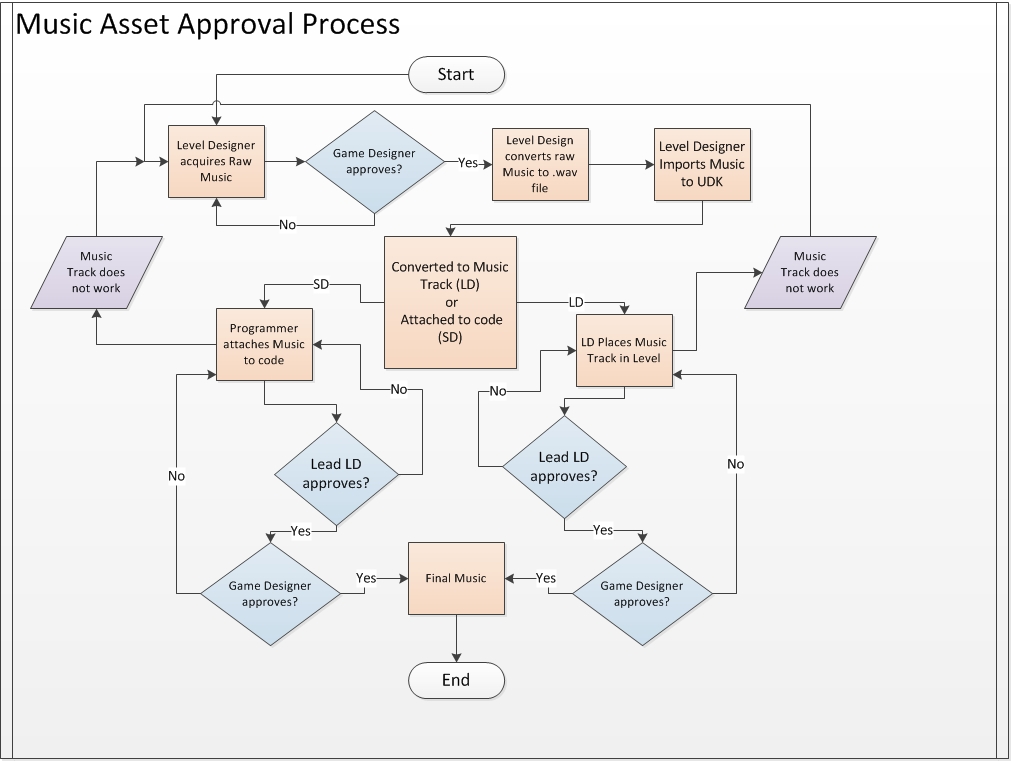


Figure 12: Music Selection Flow Chart

## Personnel Assessment Mechanisms

**Team Dynamics Peer Review Site** – use the Daily Scrums and Sprint Review complete peer evaluations and self-evaluation at end of every Sprint at tgp.stringersites.com by 9 p.m.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Ease of working | **1** | **2** | **3** | **4** | **5** |
|  | Interrupts, distracts, or disrupts others; difficult to work with | Seldom demonstrates cooperation and respect |  | Usually demonstrates cooperation and respect | Always demonstrates cooperation and respect |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attitude | **1** | **2** | **3** | **4** | **5** |
|  | Often is publicly critical of projects and rude to guests and/or members of the class. Seldom has a positive attitude. | Occasionally is publicly critical of projects and rude to guests and/or members of the class. Usually has a positive attitude. |  | Rarely is publicly critical of projects or rude to guests and/or members of the class. Often has a positive attitude. | Never is publicly critical of projects or rude to guests and/or members of the class. Always has a positive attitude. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attendance | **1** | **2** | **3** | **4** | **5** |
|  | Does not arrive  on time, attend the entire  session, or notify the team regarding absences and unforeseen delays. | Seldom arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. |  | Often arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. | Always arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Work Ethic | **1** | **2** | **3** | **4** | **5** |
|  | Rarely focuses on the task and what needs to be done. Lets others do the work. | Focuses on the task and what needs to be done some of the time. Teacher and/or class members must sometimes nag, prod, and remind to keep this person on-task. |  | Focuses on the task and what needs to be done most of the time. Teachers and class members can count on this person. | Consistently stays focused on the task and what needs to be done. Very self-directed. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Quality | **1** | **2** | **3** | **4** | **5** |
|  | Work reflects very little effort on the part of this student. | Work reflects some effort from this student. |  | Work reflects a strong effort from this student. | Work reflects this student's best efforts. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Team Work | **1** | **2** | **3** | **4** | **5** |
|  | Unable to engage in constructive  dialogue. | Seldom listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. |  | Usually listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. | Always listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. |

Figure 13: Peer Evaluation Categories and Scoring Options

# Milestones

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Mod 5: Jul 05** | **Mod 5: Jul 15** | **Mod 6: Sept 01** | **Mod 6: Sept 15** | **Mod 6: Oct 03** | **Mod 7: Nov 01** | **Mod 7: Nov 18** | **Mod 7: Dec 02** |
| POC Tech Alpha |  |  |  |  |  |  |  |
|  | POC Tech |  |  |  |  |  |  |
|  |  | Sprint 2: Milestone 2 |  |  |  |  |  |
|  |  |  | Sprint 3: V.S. Alpha |  |  |  |  |
|  |  |  |  | Vertical Slice |  |  |  |
|  |  |  |  |  | Alpha |  |  |
|  |  |  |  |  |  | Beta |  |
|  |  |  |  |  |  |  | RTM |
| **Mod 5: Jul 05** | **Mod 5: Jul 15** | **Mod 6: Sept 01** | **Mod 6: Sept 15** | **Mod 6: Oct 03** | **Mod 7: Nov 01** | **Mod 7: Nov 18** | **Mod 7: Dec 02** |

Figure 14: Milestone Overview Graphic

### Proof of Concept: Technology Alpha

* Built as quickly as possible to verify design and/or technology works
* Assets are considered throw away to allow faster completion
* Basic technology displayed to prove theory and design

### Proof of Concept: Technology

* Built as quickly as possible to verify design and/or technology works
* Assets are considered throw away to allow faster completion
* More Robust display of implemented technology to display application of Gameplay concepts

### Sprint2: Milestone 2

* One “level” selected for Vertical Slice production
* Streamed levels set up in UDK
* White-box development of all levels
* Replacing of placeholder art with finalized art assets begin
* All assets begin production stages (Meshes, Textures, Rigs, Anim-trees, Sprites)
* All Mechanics undergo adjustments for balancing while maintaining designed mechanics
* Partial sound asset acquisitioned
* Partial Gameplay features implemented

### Vertical Slice: Alpha

* All assets are near development completion with implementation into level underway
* Removal of placeholder assets for final assets continues
* All levels stream seamlessly
* V.S. Level developed beyond white box with checkpoints, meshes, and gameplay features working
* All character, enemy and camera mechanics are locked down
* Sound assets fully acquired and implemented for vertical slice
* QA testing to check for bugs and showstoppers for Vertical Slice
* Menu systems development begins, pause screen ability implemented

### Vertical Slice

* One complete “level” or section
* All assets are of defined shippable quality for Vertical Slice level
* No place-holders for Vertical Slice level
* All features work for Vertical Slice level
* Includes significant portion of game play for the Vertical Slice level
* Includes Sound for Vertical Slice level
* No bugs for Vertical Slice level

### Alpha

* Feature complete
* Completely playable no missing features (no matter how small)
* All art and design of shippable quality
* No placeholder assets
* Understood that polish, balance and bugs fixes remain
* Passes compatibility testing
* All non-game assets (installers, documentation, etc.) shippable quality
* Installer works and installs correctly without error or bugs.
* No known show-stopper bugs

### Beta

* First version that is a believable shipping candidate
* No known show-stopper issues remain
* Only show-stopper bugs will be fixed
* No polish or balance fixes allowed

### Release to Manufacture (RTM)

* Finish and ready to duplicate
* Multiple Master copies created and verified to be bit accurate
* Archived

# Deconstruction

#### How does the player move through the world?

Player Movement within the world:

* Walk: left-right on joystick
* Jump: A
  + Enhanced via various interactions (see below)
* Move to background/foreground: step through doorways (transports player)
* Glide leaf allows mid-air gliding
* Vine leaf: Votive swings left or right on a vine, jumps from vine, climbs up/down vine
* Bounce leaf: Allows Votive to bounce off floors and walls to reach other locations.
* Ride air currents (with Glide leaf)
* Access all major levels through doors in the Hub Level

#### How does the player interact with the game world?

Player Interaction with the world:

* Push bulb
* Lift and carry bulb or rolled up Pill bug
* Throw carried bulb or Pill bug
* Stand:
  + on top of bulb
  + Weigh switches with self, bulb, or Pill bug
  + Weigh see-saws
* Jump:
  + With Bounce leaf, allows Votive to reach platforms from across deep chasms.
  + With Bounce leaf, allows Votive to wall jump up between two close walls.
  + Kill slugs by jumping on them
  + Jump on Pill bug to cause it to ball up,
    - pick up and throw ball form
  + Jumping while holding the Bulb is limited and short
  + Jumping then using the glide leaf allows votive to glide softly to the ground
* Fire vine leaf at special nodes
* Air currents propel player upwards with Glide leaf
* Die upon contact with thorns, toxic pools
* Miasma gas destroys Leafs that Votive has currently.
* Player collects pot shards by walking over them

#### How does the player get feedback on their progress through the world?

Player Progress feedback:

* 50 pot shards = one resurrected “trophy votive” in the hub level
* Player crumbles into broken shards upon any damage incurred
* Player character displays different mesh depending on leaf equipped
* Planting bulb in Hallowed Soil triggers particle effects/color swaps to signify achievement

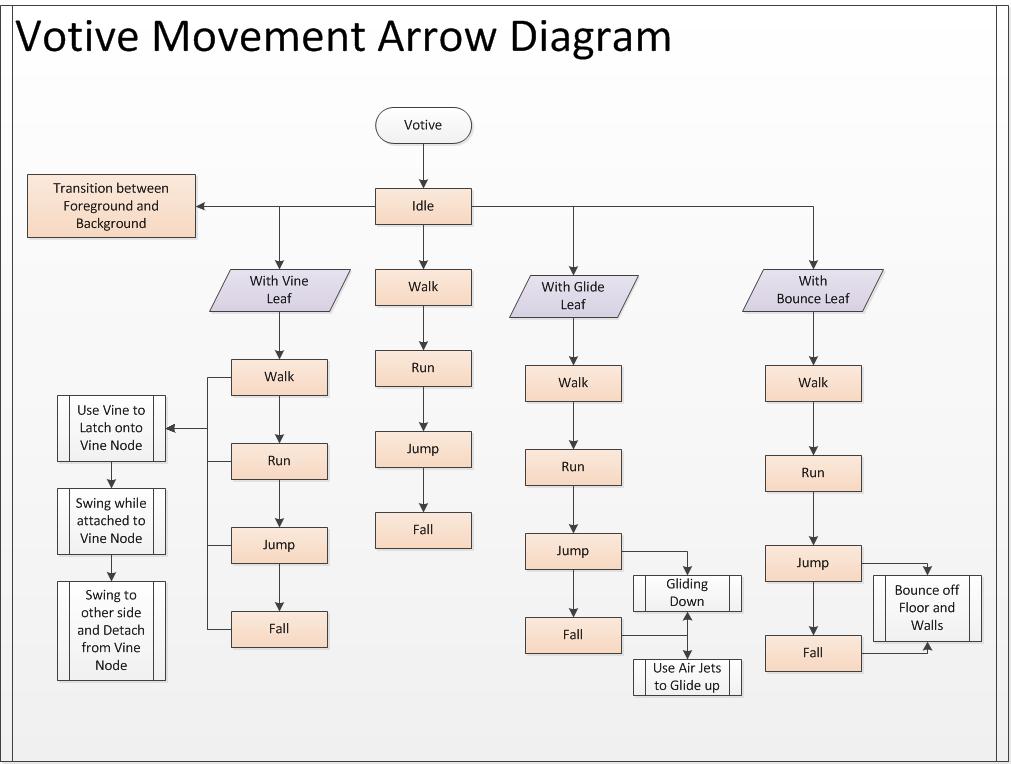


Figure 15: Arrow Diagram

|  |  |
| --- | --- |
| **ES** Earliest  start | **EF**  Earliest  finish |
| **LS**  Latest  start | **LF**  Latest  finish |

Figure 16: Estimate Boxes

# Product Backlog

|  |
| --- |
| **Sprint 2– Milestone 2** |
| Placeholder Votive runs, jumps, falls, dies according to design metrics |
| Placeholder Votive can use leaf powers, Glide, Bounce, Levitate |
| Place holder Bulb rolls, can be jumped on, can squish slugs all based on designed metrics |
| Basic interaction between Sacred Bulb and Sacred Soils to complete level established |
| Basic placeholder enemy placement with basic kismet functions implemented |
| Basic environmental lights and placeholder particle effects built |
| Basic BSP white-boxed for all levels with one level selected for Vertical Slice (4 levels total) |
| Basic placeholder enemy placement with basic kismet functions implemented |
| Basic Kismet for Vertical Slice level set up for level streaming (4 streams total, Bps/mesh level, light/sound level, scripts level and persistent levels) |
| Camera control set up with basic distance and angle to player |
| Collectables path flushed out for all levels |
| Basic lighting for all levels |
| Sound collection for all assets / mechanics begin |
| Transition to background Kismet at basic stage |
| Character interaction with environment Kismet at basic levels |
| All Art Assets at Mockup Quality as defined in the ADP (215 Assets) |
| Character Meshes created (3 Meshes - Low Poly, and High Poly for normal mapping) |
| Sprint 1 Installer created |
| All documents re-updated |
| Replacement of Placeholder art with final assets begins |

Table 1: Sprint 1 Product Backlog

|  |
| --- |
| **Sprint 3 – Milestone 3** |
| Vertical Slice BSP finalized, with placeholder prefabs set up for gameplay. |
| Foreground/background “Door” functioning with placeholder prefabs |
| Collectables mechanics inputted and functioning with QA testing for bugs |
| Character Camera components, enemy placements locked down |
| Votive Animations 1st pass Imported |
| Votive’s skeletal mesh, textures, rigging and anim-tree developed |
| Enemy skeletal meshes, made, textured and anim-tree created |
| Interactive environments implemented and functioning |
| All other levels lighting white boxed, bsp white-boxed, enemy placements whiteboxed |
| V.S. Level checkpoint system development begins |
| Beginning of prefab placeholder art swapped for final art: Air Jets, Vine Grapple Nodes. |
| All Wall Art Assets Made for VS. |
| Sound Assets for Vertical Slice acquired and implemented |
| Sprint 2 Installer created |

Table 2: Sprint 2 Product Backlog

|  |
| --- |
| **Sprint 4 – Vertical Slice** |
| Votive has finalized Animations, Sounds, and all movement metrics. |
| V.S. level split into 8 sections for Static Mesh placements by LDs |
| Votive with Leaf power has finalized Mesh change, altered movement, and movement metrics. (3 leaves total) |
| Sacred Bulb has finalized mesh, rolling and weight physics, interactions with sacred soils, interactions with Votive, interactions with enemies, re-growth at spawn point, and death. |
| All Enemies have finalized Skeletal Meshes, Animations, Movement, and Metrics. (3 enemies total) |
| All interactive environments functions finalized (air jets, spikes, blocks, balances) |
| All puzzle interactions and gameplay for Vertical Slice finalized. |
| Sounds, final pass for V.S. and music implemented. |
| All placeholder art replaced with final art assets for Vertical Slice |
| Votive Death Fracturing, final Checkpoint, Door, aesthetics implemented |
| Post processing volume implemented and functioning |
| Performance testing and re-allocation of art / post processing volume made for Installer |
| Vertical Slice Installer created |

Table 3: Vertical Slice Product Backlog

|  |
| --- |
| **Sprint 5 - Alpha** |
| All LD’s split work on adding Static Meshes for remaining levels: Temple, Narthex, Gardens |
| Background Outdoors Ambient Art Assets created and tutorial tapestries |
| Vertex painting, 1st pass, on static mesh walls: All Levels |
| Ambient Decoration Meshes Made: (8 items) |
| All QA testing feedback incorporated |
| Menu systems Development begins with Pause Screen, Buttons, and Main Menu: 1st pass. |
| All Levels at Shippable Alpha Quality as defined in ADP at end of Milestone |
| All non-game Assets at final quality as defined in ADP (installer, marketing, documentation) |
| All known show stopper bugs fixed documented and fixed. |
| Code Refactoring completed for Votive, Enemies and Prefabs |
| Alpha installer created |

Table 4: Alpha Product Backlog

|  |
| --- |
| **Sprint 6 - Beta** |
| All new or known showstopper bugs documented and fixed. |
| All QA feedback addressed and Implemented |
| All code commented and cleaned up, refined for efficiency |
| All game art assets created and final (316 assets) |
| All Level Gameplay at final Beta quality as defined in ADP |
| All Menu Systems Functioning and at 2nd pass |
| Opening Cinematic, 1st pass, with Credits & Ending under construction |
| Beta Installer created |

Table 5: Beta Product Backlog

|  |
| --- |
| **Sprint 6 -RTM** |
| RTM Installer created |
| All known bugs documented and fixed. |
| Final Build |
| 30 DVD Box copies created and verified to be bit-accurate |
| Poster, Manual, DVD Case, DVD Label Created |
| Opening finalized, Ending finalized, Trailer finalized, Credits finalized |
| Archived |

Table 6: RTM Product Backlog

# Arbor Sprint 2: Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 2 | | |  |
|  | **Milestone 2** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Aug 15, 2011 to Sept 01, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 12 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 62.6 | 58.6 |  |
|  | Art | 141.1 | 129 |  |
|  | Level Design | 195.35 | 177.58 |  |
|  | Sound | 31 | 15.5 |  |
|  | Production | 45.1 | 44.1 |  |
|  | TOTAL HOURS | 475.15 | 424.78 |  |
|  |  |  |  |  |

Figure 17: Sprint 2: Actuals

|  |  |  |
| --- | --- | --- |
| **August 15 ~ September 1, 2011** | | |
| **Hours per team member:** | | **33** |
| Total Hours: | | + / - |
| Orsatti, Jason | 33.1 | +0.1 |
| Blessey, Grace | 33.35 | +0.35 |
| Weeks, Josh | 33.05 | +0.05 |
| Urko, Nick | 33.3 | +0.3 |
| Ross, Jaddua | 33.13 | +0.13 |
| Nachman, Al | 33 | 0 |
| Skaggs, David | 33 | 0 |
| Musante, Matt | 33 | 0 |
| Wells, Brian | 33 | 0 |
| DeCoster, David | 33 | 0 |
| Clonts, Adriana | 33 | 0 |
| Pope, Ben | 27 | -6.0 |
| Donnellan, Casey | 33.6 | +0.6 |

Figure 18: Sprint 2 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| A\_PlayerController.uc | 10 | 13.5 | 0.65 | High |  |  |
| Ben’s Work |  | 1.5 |  |  | Done | Pope |
| Casey’s Work |  | 12 |  |  | Done | Donnellan |
| A\_BounceComponent.uc | 6 | 6 | 1 | High |  |  |
| Ben’s Work |  | 3 | 1 |  | Done | Pope |
| Casey’s Work |  | 3 | 1 |  | Done | Donnellan |
| A\_GlideComponent.uc | 4 | 4 | 1 | High |  |  |
| Ben’s Work |  | 2 | 1 |  | Done | Pope |
| Casey’s work |  | 2 | 1 |  | Done | Donnellan |
| A\_SwingingComponent.uc | 4 | 5.5 | 0.72 | High | Done | Pope |
| A\_CameraVolume.uc | 10 | 3 |  | High | Cont: MS 3 | Donnellan |
| A\_CameraNode.uc | 2 | 0 | 0 |  | CUT |  |
| A\_AirJet.uc | 2 | 3 | 0.67 | High | Done | Pope |
| A\_DarkMiasma.uc | 2 | 2 | 1 | High | Done | Pope |
| A\_Twig.uc | 2 | 1 | 2 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **RE-ALLOCATED MEETING HOURS** |  |  |  |  |  |  |
| Leads Scrum: Donnellan | 1.85 | 1.85 | 1 | Low | Done | Donnellan |
| Scrum: Donnellan | 2.75 | 2.75 | 1 | Low | Done | Donnellan |
| Scrum: Pope | 2.75 | 2.75 | 1 | Low | Done | Pope |
|  |  |  |  |  |  |  |
| **RE-ALLOCATED TASK HOURS** |  |  |  |  |  |  |
| Component Testing A | 3 | 3 | 1 | Med | Done | Donnellan |
| Component Testing B | 3 | 3 | 1 | Med | Done | Pope |
| Installer Creation | 3 | 3 | 1 | High | Done | Donnellan |
| Bug Squashing | 3 | 3 | 1 | Low | Done | Pope |
| Swing Component Polishing | 1.25 | 1.25 | 1 | Med | Done | Pope |
|  |  |  |  |  |  |  |
| **DONE PRIOR TO THIS MILESTONE** |  |  |  |  |  |  |
| A\_GrappleNode.uc | 0 | 0 | 0 | High | Done | Donnellan |
| A\_GrappleNode.uc | 0 | 0 | 0 | High | Done | Donnellan |
| A\_RBConstraint.uc | 0 | 0 | 0 | High | Done | Donnellan |
| A\_RBConstraintSetup.uc | 0 | 0 | 0 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **TOTALS** | **62.6** | **58.6** | **1.068** |  |  |  |
|  |  |  |  |  |  |  |

Table 7: Sprint 2: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **CHARACERS** |  |  |  |  |  |  |
| Pillbug: Import & Material | 2 | 3.75 | 0.53 | High | Done | Musante |
| Pillbug: Rig & Animation | 6 | 12.15 | 0.49 | High | Done | Musante |
| SnapDragon: Model | 8 | 8.5 | 0.94 | High | Done | DeCoster |
| SnapDragon: UVs & Textures | 12 | 7 | 1.71 | High | Done | DeCoster |
| SnapDragon: Import & Material | 2 | 0.5 | 4 | High | Done | DeCoster |
| SnapDragon: Rig & Animation | 5 |  |  |  | Moved:  MS 4 |  |
| Slug: Rig & Animation | 0.25 | 0.25 | 1 | High | Done | Musante |
| Goddess Statue: Mode | 2 | 5 | 0.4 | Low | Done | DeCoster |
| Goddess Statue: UVs & Texture | 3 | 6.5 | 0.46 | Low | Done | DeCoster |
| Goddess Statue: Import & Mats | 1 | 0.5 | 2 | Low | Done | DeCoster |
|  |  |  |  |  |  |  |
| **ENVIRONMENT** |  |  |  |  |  |  |
| Floor Tile: Basic Cube | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Floor Tile: Simple Stairs | 1.5 | 0.25 | 6 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **Imported Assets (Below)** | 3.75 | 1.5 | 2.5 | Med | Done | Musante |
| Wall Tile: Basic Square |  |  |  |  |  |  |
| Wall Tile: Basic Corner |  |  |  |  |  |  |
| Wall Tile: Round Corner |  |  |  |  |  |  |
| Wall Tile: Inner Arch |  |  |  |  |  |  |
| Wall Tile: Outer Arch |  |  |  |  |  |  |
| Wall Tile: Detailed |  |  |  |  |  |  |
| Wall Tile: Detailed w/ Window |  |  |  |  | CUT |  |
| Wall Tile: Corner Detailed |  |  |  |  |  |  |
| Wall Tile: Detail Cap |  |  |  |  |  |  |
| Wall Tile: Corner Detail Cap |  |  |  |  |  |  |
| Wall Tile: Arch Corner |  |  |  |  |  |  |
| Wall Tile: Arch T-Intersection |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Ornate Cube: Model | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Ornate Cube: UVs & Texture | 0.5 | 1 | 0.5 | Med | Done | Wells |
| Ornate Cube: Import & Mat | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Ornate Trim Strip: Model | 1 | 1 | 1 | Med | Done | Wells |
| Ornate Trim Strip: UVs & Texture | 4 | 3 | 1.33 | Med | Done | Wells |
| Ornate Trim Strip: Import & Mat | 1 | 1 | 1 | Med | Done | Wells |
| Modular Window: Model | 4 | 4 | 1 | Med | Done | Wells |
| Modular Window: UVs & Textures | 5 | 0.25 | 20 | Med | Done | Wells |
| Modular Window: Import & Mat | 1 | 0.25 | 4 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **IMPORTANT PROPS** |  |  |  |  |  |  |
| Sacred Soil: Model | 3 | 2.5 |  | High | Cont. MS 3 | Clonts |
| Sacred Soil: UVs & Textures | 4.5 |  |  | High | Moved MS 3 |  |
| Sacred Soil: Import & Mat | 1 |  |  | High | Moved MS 3 |  |
| Leaf Plant: Model | 2 | 2 | 1 | High | Done | Clonts |
| Leaf Plant: UVs & Texture | 4 | 2.5 | 1.6 | High | Done | Clonts |
| Leaf Plant: Import & Mat | 1 | 0.5 | 1 | High | Done | Clonts |
| Leaf: Model | 1 | 0.5 | 2 | High | Done | Clonts |
| Leaf: UVs & Texture | 2.5 | 13 | 0.15 | High | Done | Clonts |
| Leaf: Import & Mat | 1 | 6 | 0.17 | High | Done | Clonts |
| Bulb: Model | 0.5 | 0.5 | 1 | High | Done | Wells |
| Switch/Button: Model | 0.5 | 0.5 | 1 | High | Done | Wells |
| Switch/Button UVs & Texture | 0.5 | 0.5 | 1 | High | Done | Wells |
| Switch/Button Import & Mat | 0.5 | 0.25 | 2 | High | Done | Wells |
| Thorn Hazard: Model | 1.5 | 1.5 | 1 | High | Done | Wells |
| Thorn Hazard: UVs & Texture | 2 | 0.25 | 8 | High | Done | Wells |
| Thorn Hazard: Import & Mat | 0.5 | 0.25 | 2 | High | Done | Wells |
| Vine Grapple Point: Model | 1 | 0.75 | 1.33 | High | Done | Wells |
| Vine Grapple Point: UVs & Texture | 1.5 | 1 | 1.5 | High | Done | Wells |
| Vine Grapple Point: Import & Mat | 0.5 | 0.5 | 1 | High | Done | Wells |
| Collectable Shard: Model | 0.5 | 0.5 | 1 | High | Done | Wells |
| Collectable Shard: UVs & Texture | 0.5 | 0.25 | 2 | High | Done | Wells |
| Collectable Shard: Import & Mat | 0.5 | 0.25 | 2 | High | Done | Wells |
|  |  |  |  |  |  |  |
| **MISC.** |  |  |  |  |  |  |
| Animation with Programmers | 5 |  |  | Med | Moved:  MS 4 |  |
|  |  |  |  |  |  |  |
| **ADDED RE-ALLOCATED HOURS** |  |  |  |  |  |  |
| Small Ornate Block | 1 | 1 | 1 | Med | Done | Wells |
| Fixed Art Package System | 1.5 | 1.5 | 1 | Med | Done | Wells |
| Without SVN: Asset Sharing | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Art Test Level for Milestone | 5 | 3.5 | 1.43 | High | Done | Wells |
| Arch Asset Fix | 1.5 | 1.5 | 1 | Low | Done | Wells |
| Leaf Plant: Touchups | 1 | 1 | 1 | Low | Done | Clonts |
| Leadership Tasks | 2.75 | 2.75 | 1 | Med | Done | Musante |
| Art Review Meetings | 2.75 | 2.75 | 1 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **ADDED FROM SPRINT 3** |  |  |  |  |  |  |
| Fountain: Model | 1 | 0.25 | 4 | Med | Done | Wells |
| Fountain: UVs & Texture | 2 | 0.5 | 4 | Med | Done | Wells |
| Fountain: Import & Mats | 0.5 | 0.25 | 2 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **DONE PRIOR TO SPRINT 2** |  |  |  |  |  |  |
| Bulb: UVs & Texture | 0 | 0 | 0 | High | Done | Wells |
| Bulb: Import & Mat | 0 | 0 | 0 | High | Done | Wells |
|  |  |  |  |  |  |  |
| **OUTSOURCED TO Jami J.** |  |  |  |  |  |  |
| Slug: Rig & Animation | 0 | 0 | 0 | High | Done | Jami J. |
| Votive: Animation touch ups | 0 | 0 | 0 | Low | Done | Jami J |
|  |  |  |  |  |  |  |
| **RE-ALLOCATED MEETING HOURS** |  |  |  |  |  |  |
| Leads Scrum: Musante | 1.85 | 1.85 | 1 | Low | Done | Musante |
| Scrum: Musante | 2.75 | 2.75 | 1 | Low | Done | Musante |
| Scrum: Wells | 2.75 | 2.75 | 1 | Low | Done | Wells |
| Scrum: Clonts | 2.75 | 2.75 | 1 | Low | Done | Clonts |
| Scrum: DeCoster | 2.75 | 2.75 | 1 | Low | Done | DeCoster |
| SVN setup: Musante | 0.25 | 2.25 | 1 | Med | Done | Musante |
| SVN setup: Wells | 0.25 | 2.25 | 1 | Med | Done | Wells |
| SVN setup: Clonts | 0.25 | 2.25 | 1 | Med | Done | Clonts |
| SVN setup: DeCoster | 0.25 | 2.25 | 1 | Med | Done | DeCoster |
| ASG Work: Musante | 2 | 2 | 1 | Med | Done | Musante |
| ASG Work: Wells | 2 | 2 | 1 | Med | Done | Wells |
| ASG Work: Clonts | 2 | 2 | 1 | Med | Done | Clonts |
| ASG Work: DeCoster | 2 | 2 | 1 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| **TOTALS** | **141.1** | **129** | **1.069** |  |  |  |
|  |  |  |  |  |  |  |

Table 8: Sprint 2: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **DOCUMENTATION** |  |  |  |  |  |  |
| LDD Tutorials Plus Temple | 6 | 9 | 0.67 | High | Done | Skaggs |
| LDD Aqueducts | 6 | 9 | 0.67 | High | Done | Ross |
| LDD Cloister | 6 | 9 | 0.67 | High | Done | Weeks |
| LDD Rooftop | 6 | 9 | 0.67 | High | Done | Urko |
| Puzzle Sketches | 3 | 3 | 1 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| **PREFABS** |  |  |  |  |  |  |
| Door Prefab | 4 | 3 | 1.33 | Med | Done | Urko |
| Pickup Prefab | 1 | 1 | 1 | Med | Done | Weeks |
| Crushing Block prefab | 4 | 0.5 | 8 | Med | Done | Urko |
| Waterwheel prefab | 2 | 0.5 | 4 | Med | Done | Urko |
| Physics object prefab | 2 | 1 | 2 | Med | Done | Urko |
| Button prefab | 2 | 0.5 | 4 | Med | Done | Urko |
| Slug prefab | 2 | 2 | 1 | Med | Done | Urko |
| Thorn prefab | 2 | 2 | 1 | Med | Done | Weeks |
|  |  |  |  |  |  |  |
| **STREAMED LEVELS** |  |  |  |  |  |  |
| Persistent Setup | 2 | 0.5 | 4 | High | Done | Ross |
| Lighting first pass + LMIV | 2 | 1 | 2 | Med | Done | Ross |
| Camera Node placement | 2 | 0.5 | 4 | High | Done | Weeks |
| Pickup placement | 4 | 1 | 4 | High | Done | Weeks |
| Door Prefab Functionality | 2 | 1 | 2 | Med | Done | Weeks |
|  |  |  |  |  |  |  |
| CLOISTER WB Section 1 |  |  |  |  |  |  |
| BSP first pass | 4 | 4 | 1 | High | Done | Skaggs |
| Leaf placement | 1 | 0.33 | 3.03 | High | Done | Weeks |
| Enemy placement | 1 | 0.5 | 2 | Med | Done | Urko |
| Hazard placement | 1 | 0.5 | 2 | Med | Done | Nachman |
| Playtest | 1 | 1 | 1 | High | Done | Blessey |
| Playtest | 1 | 1 | 1 | Med | Done | Blessey |
| Playtest | 1 | 1 | 1 | Med | Done | Blessey |
| Playtest | 1 | 1 | 1 | Low | Done | Blessey |
|  |  |  |  |  |  |  |
| CLOISTER WB Section 2 |  |  |  |  |  |  |
| BSP first pass | 4 | 1.5 | 2.67 | High | Done | Ross |
| Leaf placement | 1 | 0.33 | 3.03 | High | Done | Ross |
| Enemy placement | 1 | 0.5 | 2 | Med | Done | Urko |
| Hazard placement | 1 | 1 | 1 | Med | Done | Nachman |
| Playtest | 1 | 1 | 1 | High | Done | Blessey |
| Playtest | 1 | 1 | 1 | Med | Done | Blessey |
| Playtest | 1 | 0.5 | 2 | Med | Done | Ross |
|  |  |  |  |  |  |  |
| CLOISTER WB Section 3 |  |  |  |  |  |  |
| BSP first pass | 4 | 2 | 2 | High | Done | Nachman |
| Leaf placement | 1 | 0.33 | 3.03 | High | Done | Weeks |
| Enemy placement | 1 | 0.5 | 2 | Med | Done | Urko |
| Hazard placement | 1 | 3 | 0.33 | Med | Done | Nachman |
| Scripting | 1 | 1 | 1 | High | Done | Urko |
| Playtest | 1 | 1 | 1 | High | Done | Nachman |
| Playtest | 1 | 1 | 1 | Med | Done | Nachman |
|  |  |  |  |  |  |  |
| CLOISTER WB Section 4 |  |  |  |  |  |  |
| BSP first pass | 4 | 1.25 | 3.2 | High | Done | Ross |
| Leaf placement | 1 | 0.33 | 3.03 | High | Done | Weeks |
| Enemy placement | 1 | 0.5 | 2 | Med | Done | Urko |
| Hazard placement | 1 | 1 | 1 | Med | Done | Weeks |
| Scripting | 2 | 2 | 1 | High | Done | Urko |
| Playtest | 1 | 1 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **INTEGRATION** |  |  |  |  |  |  |
| Miasma Volume Integration | 4 | 3.5 | 1.14 | Med | Done | Weeks |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 3** |  |  |  |  |  |  |
| Aqueducts WhiteBox |  |  |  |  |  |  |
| BSP first pass | 3 | 1.5 | 2 | Med | Done | Nachman |
| Lighting first pass | 1 | 0.5 | 2 | Low | Done | Ross |
| Scripting first pass | 1 | 1 | 1 | Low | Done | Nachman |
|  |  |  |  |  |  |  |
| RoofTops WhiteBox |  |  |  |  |  |  |
| BSP first pass | 3 | 4.75 | 0.8 | Med | Done | Ross |
| Lighting first pass | 1 | 0.5 | 2 | Low | Done | Ross |
| Scripting first pass | 2 | 2.5 | 0.8 | Med | Done | Ross |
|  |  |  |  |  |  |  |
| Tutorial & Temple WhiteBox |  |  |  |  |  |  |
| BSP first pass | 3 | 3 | 1 | Med | Done | Skaggs |
| Lighting first pass | 1 | 0.5 | 2 | Low | Done | Ross |
| Scripting first pass | 1 | 1 | 1 | Low | Done | Skaggs |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 4** |  |  |  |  |  |  |
| RoofTops WhiteBox |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Tutorial & Temple WhiteBox |  |  |  |  |  |  |
| Static Mesh 1st pass | 3 | 3 | 1 | Low | Done | Skaggs |
| Scripting second pass | 3 | 3 | 1 | Low | Done | Skaggs |
|  |  |  |  |  |  |  |
| Aqueducts WhiteBox |  |  |  |  |  |  |
| Scripting second pass | 3 | 3 | 1 | Low | Done | Nachman |
|  |  |  |  |  |  |  |
| **RE-ALLOCATED MEETING HOURS** |  |  |  |  |  |  |
| Leads Scrum: Blessey | 1.85 | 1.85 | 1 | Low | Done | Blessey |
| Leads Scrum: Weeks | 1.85 | 1.85 | 1 | Low | Done | Weeks |
| Scrum: Weeks | 2.75 | 2.75 | 1 | Low | Done | Weeks |
| Scrum: Blessey | 2.75 | 2.75 | 1 | Low | Done | Blessey |
| Scrum: Nachman | 2.75 | 2.75 | 1 | Low | Done | Nachman |
| Scrum: Ross | 2.75 | 2.75 | 1 | Low | Done | Ross |
| Scrum: Urko | 2.75 | 2.75 | 1 | Low | Done | Urko |
| Scrum: Skaggs | 2.75 | 2.75 | 1 | Low | Done | Skaggs |
| QA VS Play test: Weeks | 1.5 | 1.5 | 1 | Med | Done | Weeks |
| QA VS Play test: Blessey | 1.5 | 1.5 | 1 | Med | Done | Blessey |
| QA VS Play test: Urko | 1.5 | 1.5 | 1 | Med | Done | Urko |
| QA VS Play test: Nachman | 1.5 | 1.5 | 1 | Med | Done | Nachman |
| QA VS Play test: Ross | 1.5 | 1.5 | 1 | Med | Done | Ross |
| QA VS Play test: Skaggs | 1.5 | 1.5 | 1 | Med | Done | Skaggs |
| Design Meeting | 0.3 | 0.3 | 1 | Low | Done | Weeks |
| Design Meeting | 0.3 | 0.3 | 1 | Low | Done | Ross |
| Design Meeting | 0.3 | 0.3 | 1 | Low | Done | Urko |
|  |  |  |  |  |  |  |
| **RE-ALLOCATED TASK HOURS** |  |  |  |  |  |  |
| Tutorial & Temple: Play testing | 2 | 2 | 1 | Low | Done | Skaggs |
| Aqueducts: Scripting & Prefabs | 2 | 2 | 1 | Low | Done | Nachman |
| Aqueducts: Leaf Placement | 1 | 1 | 1 | Low | Done | Nachman |
| Cloister: Bulb Placement | 6 |  |  |  |  |  |
| Urko Work |  | 3 | 1 | High | Done | Urko |
| Weeks Work |  | 3 | 1 | High | Done | Weeks |
| Grapple Node Prefab | 0.5 | 0.5 | 1 | Low | Done | Urko |
| Cloister: New Prefab updating | 2 | 1.5 | 1.33 | Low | Done | Weeks |
| RoofTops: Doors & Prefabs | 2.5 | 2.25 | 1.11 | Med | Done | Ross |
| Lead LD Question Answering | 1 | 0.66 | 1.51 | Med | Done | Weeks |
| QA Gameplay Test: Weeks | 1.5 | 1.5 | 1 | Low | Done | Weeks |
| QA Gameplay Test: Blessey | 1.5 | 1.5 | 1 | Low | Done | Blessey |
| QA Gameplay Test: Urko | 1.5 | 1.5 | 1 | Low | Done | Urko |
| QA Gameplay Test: Ross | 1.5 | 1.5 | 1 | Low | Done | Ross |
| QA Gameplay Test: Nachman | 1.5 | 1.5 | 1 | Low | Done | Nachman |
| QA Gameplay Test: Skaggs | 1.5 | 1.5 | 1 | Low | Done | Skaggs |
| SVN: Setup: Blessey | 2.25 | 2.25 | 1 | High | Done | Blessey |
| SVN: Setup: Urko | 2.25 | 2.25 | 1 | High | Done | Urko |
| SVN: Setup: Nachman | 2.25 | 2.25 | 1 | High | Done | Nachman |
| SVN: Setup: Skaggs | 2.25 | 2.25 | 1 | High | Done | Skaggs |
| SVN: Setup: Ross | 2.25 | 2.25 | 1 | High | Done | Ross |
|  |  |  |  |  |  |  |
| **TOTALS** | **195.35** | **177.58** | **1.091** |  |  |  |
|  |  |  |  |  |  |  |

Table 9: Sprint 2: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| Votive Idle: Research | 1 |  |  | Low | CUT |  |
| Votive Walking: Research | 1 | 0.5 | 2 | Low | Done | Blessey |
| Votive Jump: Research | 1 | 0.5 | 2 | Low | Done | Blessey |
| Votive Land: Research | 1 | 0.5 | 2 | Low | Done | Blessey |
| Votive Breaks: Research | 1 | 1 | 1 | Low | Done | Blessey |
| Votive Damage: Research | 1 |  |  | Low | CUT |  |
| Votive Pick Leaf: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Votive Bounce: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Votive Glide: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Votive Vine Extend: Research | 1 | 1 | 1 | Low | Done | Nachman |
| Votive Terminal Scream: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Vine Attach: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Vine Detach: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Sacred Bulb Spawn & Idle: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Sacred Bulb Planted: Research | 1 | 1 | 1 | Low | Done | Blessey |
| Ball Rolling: Research | 1 | 1 | 1 | Low | Done | Orsatti |
| Sacred Bulb Thud: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| SnapDragon Extend Snap: Research | 1 | 1 | 1 | Low | Done | Nachman |
| SnapDragon Eat/Munch: Research | 1 | 1 | 1 | Low | Done | Nachman |
| SnapDragon Retract: Research | 1 | 1 | 1 | Low | Done | Nachman |
| Slug Slither: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Slug Death: Research | 1 | 1 | 1 | Low | Done | Orsatti |
| PillBug Squeek: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Stone Door: Research | 1 | 1 | 1 | Low | Done | Nachman |
| Stone Button: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Collectable Pickup: Research | 1 | 0.25 | 4 | Low | Done | Blessey |
| Collecting other Sound Fx | 3 | 1 | 3 | Med | Done | Blessey |
| Research Music Scores | 2 | 1 | 2 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **TOTALS** | **31** | **15.5** | **2** |  |  |  |
|  |  |  |  |  |  |  |

Table 10: Sprint 2: Sound Actuals

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| ADP 2.0 | 6 | 6 | 1 | High | Done | Orsatti |
| GDD 2.0 | 9 | 9 | 1 | High | Done | Blessey |
| TDD 2.0 | 3 | 2 | 1.5 | High | Done | Donnellan |
| ASG 2.0 | 3 | 3 | 1 | High | Done | Musante |
| Scrum Board Creation | 4 | 6 | 0.67 | High | Done | Orsatti |
| Actuals Updated: Monday Class | 4.5 | 4.5 | 1 | Med | Done | Orsatti |
| Actuals Updated: Tuesday Morning | 3 | 3.5 | 0.86 | Med | Done | Orsatti |
| Actuals Updated: Wednesday Eve | 3 | 3.5 | 0.86 | Med | Done | Orsatti |
| Actuals Updated: Thursday Class | 2 | 2 | 1 | Med | Done | Orsatti |
| Scrum Meeting: Orsatti | 2.75 | 2.75 | 1 | High | Done | Orsatti |
| Leads Scrum Meetings: Orsatti | 1.85 | 1.85 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **42.1** | **44.1** | **0.955** |  |  |  |
|  |  |  |  |  |  |  |

Table 11: Sprint 2: Production Actuals

# Arbor Sprint 3: Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 3 | | |  |
|  | **Vertical Slice: Alpha** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Sept 02, 2011 to Sept 15, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 21 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 36 | 39.5 |  |
|  | Art | 90.5 | 84.35 |  |
|  | Level Design | 126.5 | 126 |  |
|  | Sound | 4 | 4 |  |
|  | Production | 21 | 17 |  |
|  | TOTAL HOURS | 278 | 270.85 |  |
|  |  |  |  |  |

Figure 19: Sprint 3: Vertical Slice: Alpha

|  |  |  |
| --- | --- | --- |
| **September 2 ~ September 15, 2011** | | |
| **Hours per team member:** | | **21** |
| Total Hours: | | + / - |
| Orsatti, Jason | 21 | 0 |
| Blessey, Grace | 21 | 0 |
| Weeks, Josh | 21 | 0 |
| Urko, Nick | 21 | 0 |
| Ross, Jaddua | 21 | 0 |
| Nachman, Al | 21 | 0 |
| Skaggs, David | 21 | 0 |
| Musante, Matt | 21 | 0 |
| Wells, Brian | 21.1 | +0.1 |
| DeCoster, David | 21.25 | +0.25 |
| Clonts, Adriana | 21 | 0 |
| Pope, Ben | 18.5 | -1.5 |
| Donnellan, Casey | 21 | 0 |

Figure 20: Sprint 3 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Pope | 2 | 1.75 | 1.14 | High | Done | Pope |
| SCRUM: Donnellan | 2 | 2 | 1 | High | Done | Donnellan |
| LEADS Scrum: Donnellan | 1.25 | 1.25 | 1 | High | Done | Donnellan |
| Milestone Day: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
| Milestone Day: Pope | 3 | 3 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **VOTIVE** |  |  |  |  |  |  |
| Basic Votive Animations | 4 | 6 | 0.67 | High | Done | Donnellan |
| Votive Sounds, 1st Pass | 0 | 0 | 0 | Med | CUT | Pope |
| Bounce Aesthetics | 3 | 1 | 3 | High | Done | Donnellan |
| Glide Aesthetics | 2 | 1 | 2 | High | Done | Donnellan |
| Vine Aesthetics | 0 |  |  | High | Moved: MS 4 | Donnellan |
|  |  |  |  |  |  |  |
| **ENEMIES** |  |  |  |  |  |  |
| Snapdragon Mechanics | 1.5 | 2.5 | 0.6 | High | Done | Pope |
| Pillbug Mechanics | 1.5 | 4 | 0.375 | High | Done | Pope |
| Rolled Pillbug | 2 | 3 | 0.67 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ENVIORNMENTS** |  |  |  |  |  |  |
| Air Jet Aesthetics | 2 | 0.5 | 4 | Med | Done | Donnellan |
| Sacred Blub Mechanics | 1 | 2 | 0.5 | High | Done | Donnellan |
| Sacred Bulb Aesthetics | 2 | 1.25 | 1.6 | Med | Done | Donnellan |
| Twig Aesthetics | 2 | 3.5 | 0.57 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Mechanics Debugging | 3 | 3 | 1 | Med | Done | Pope |
|  |  |  |  |  |  |  |
| **ETC.** |  |  |  |  |  |  |
| Installer Created | 0.75 | 0.75 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **TOTALS** | **36** | **39.5** | **0.91** |  |  |  |
|  |  |  |  |  |  |  |

Table 12: Sprint 3: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM Musante | 2 | 2 | 1 | High | Done | Musante |
| SCRUM Wells | 2 | 2 | 1 | High | Done | Wells |
| SCRUM Clonts | 2 | 2 | 1 | High | Done | Clonts |
| SCRUM DeCoster | 2 | 2 | 1 | High | Done | DeCoster |
| LEADS Scrum: Musante | 1.25 | 1.25 | 1 | High | Done | Musante |
| Art Meeting: Wells | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Art Meeting: Musante | 1.5 | 1.5 | 1 | Med | Done | Musante |
| Art Meeting: Clonts | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Art Meeting: DeCoster | 0.5 | 0.5 | 1 | Med | Done | DeCoster |
| Milestone Day: Musante | 3 | 3 | 1 | High | Done | Musante |
| Milestone Day: Wells | 3 | 3 | 1 | High | Done | Wells |
| Milestone Day: Clonts | 3 | 3 | 1 | High | Done | Clonts |
| Milestone Day: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
| Sprint End Backlogs: Musante | 0.5 | 0.5 | 1 | Med | Done | Musante |
| Sprint End Backlogs: Wells | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Sprint End Backlogs: DeCoster | 0.5 | 0.5 | 1 | Med | Done | DeCoster |
| Sprint End Backlogs: Clonts | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Backlogs for Milestone 4: V.S. | 3 | 3 | 1 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **CHARACTER** |  |  |  |  |  |  |
| Votive: Death Fracture | 1 | 1 | 1 | High | Done | Wells |
| Pillbug: Curled up Static Mesh | 1 | 0.25 | 4 | High | Done | Musante |
| Pillbug: Tweak Rolling Animation | 1 | 1 | 1 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **PARTICLES** |  |  |  |  |  |  |
| Particle: Bounce Leaf Idle Texture | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Bounce Leaf Idle Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Bounce Leaf Use Text | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Bounce Leaf Use Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Glide leaf Idle Texture | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Glide leaf Idle Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Glide Leaf Use Texture | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Glide Leaf Use Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Vine Leaf Idle Texture | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Particle: Vine Leaf Idle Setup | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Particle: Vine Leaf Use Texture | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Vine Leaf Use Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Vine Launch Texture | 0 |  |  | Med | Moved: MS 4 | Wells |
| Particle: Vine Launch Setup | 0 |  |  | Med | Moved: MS 4 | Wells |
| Particle: Vine Attach/Detach Text | 0 |  |  | Med | Moved: MS 4 | Wells |
| Particle: Vine Attach/Detach Setup | 0 |  |  | Med | Moved: MS 4 | Wells |
| Particle: Attach Idle Texture | 0.25 | 0.25 | 1 | Med | Done | Clonts |
| Particle: Attach Idle Setup | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Particle: Bulb Idle Texture | 0.25 | 0.25 | 1 | Med | Done | DeCoster |
| Particle: Bulb Idle Setup | 0.5 | 0.25 | 2 | Med | Done | DeCoster |
| Particle: Bulb Planted Texture | 0.25 | 0.25 | 1 | Med | Done | DeCoster |
| Particle: Bulb Planted Setup | 0.5 | 0.25 | 2 | Med | Done | DeCoster |
| Particle: Dust Cloud Texture | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Particle: Dust Cloud Setup | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Particle: Air Jet Texture | 0.25 | 0.05 | 5 | Med | Done | Musante |
| Particle: Air Jet Setup | 0.25 | 0.70 | 0.36 | Med | Done | Musante |
| Particle: Dark Miasma Texture | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Particle: Dark Miasma Setup | 0.25 | 0.5 | 0.5 | Med | Done | Wells |
| Particle: Votive Air Streaks Text | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Particle: Votive Air Streaks Setup | 0.25 | 0.25 | 1 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **ENVIORNMENTS** |  |  |  |  |  |  |
| Generic Flower: Model | 0.5 | 0.5 | 1 | Low | Done | DeCoster |
| Generic Flower: Unwrap | 0.5 | 0.25 | 2 | Low | Done | DeCoster |
| Generic Flower: Text & Mat | 1 | 0.25 | 4 | Low | Done | DeCoster |
| Fountain: Model | 0 |  |  |  | Moved: MS 2 |  |
| Fountain: UVs & Texture | 0 |  |  |  | Moved: MS 2 |  |
| Fountain: Import & Mats | 0 |  |  |  | Moved: MS 2 |  |
| Shelf: Model | 1 | 0.25 | 4 | Med | Done | Wells |
| Shelf: Unwrap | 0.5 | 0.25 | 2 | Med | Done | Wells |
| Shelf: High-Poly | 0 | 0 | 0 | Med | CUT | Wells |
| Shelf: Text & Mat | 2 | 1 | 2 | Med | Done | Wells |
| Trim Deformations: Model / Imp. | 1.25 | 1.75 | 0.714 | Med | Done | Musante |
| 1x1 Floor Cube: Model / Import | 0.5 | 0.5 | 1 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **IMPORTANT PROPS** |  |  |  |  |  |  |
| Twig: Quick Rig | 0.5 | 0.75 | 0.67 | High | Done | Musante |
| Leaf: Rig / Animate | 3 | 4 | 0.75 | High | Done | Musante |
| Leaf: Alternate Model 4 Twig | 1 | 0.75 | 1.33 | Med | Done | Musante |
| Switch/Button: Rig/Animate | 1 | 0.5 | 2 | Med | Done | Musante |
| Door: Model | 1 | 0.5 | 2 | High | Done | DeCoster |
| Door: UVs | 0.5 | 0.5 | 1 | Med | Done | DeCoster |
| Door: Text & Mat | 1.5 | 3.5 | 0.43 | Med | Done | DeCoster |
| Door: Rig/Animate | 1 | 1 | 1 | Med | Done | DeCoster |
| Air Jet Grate: Model | 1 | 1 | 1 | High | Done | Wells |
| Air Jet Grate: UVs | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Air Jet Grate: Text & Mat | 1.5 | 0.75 | 2 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 2** |  |  |  |  |  |  |
| Goddess Statue: Based Model | 2 | 2 | 1 | Med | Done | DeCoster |
| Goddess Statue: Base Unwrap | 1 | 0.5 | 2 | Med | Done | DeCoster |
| Goddess Statue: Base Text & Mat | 3 | 2 | 1.5 | Med | Done | DeCoster |
| Sacred Soil: Model | 5 | 3 | 1.67 | High | Done | Clonts |
| Sacred Soil: UVs & Textures | 8.5 | 9.5 | 0.89 | High | Done | Clonts |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 4** |  |  |  |  |  |  |
| Mushroom: Model | 2.5 | 2.5 | 1 | Low | Done | Wells |
| Mushroom: Textures | 1 | 1 | 1 | Low | Done | Wells |
| Mushroom: Import & Materials | 0.25 | 0.1 | 25 | High | Done | Wells |
|  |  |  |  |  |  |  |
| **ADDED FROM SAVED TIME** |  |  |  |  |  |  |
| Optimize Meshes / Lightmaps | 3.5 | 3.5 | 1 | Med | Done | Well |
| See Saw: Model | 3 | 3 | 1 | Med | Done | DeCoster |
| See Saw: UVs | 2.5 | 0.15 | 16.67 | Low | Done | DeCoster |
| See Saw: Import & Mats | 1 | 0.1 | 10 | Low | Done | DeCoster |
|  |  |  |  |  |  |  |
| **TOTALS** | **90.5** | **84.35** | **1.07** |  |  |  |
|  |  |  |  |  |  |  |

Table 13: Sprint 3: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Weeks | 2 | 2 | 1 | High | Done | Weeks |
| SCRUM: Urko | 2 | 2 | 1 | High | Done | Urko |
| SCRUM: Skaggs | 2 | 2 | 1 | High | Done | Skaggs |
| SCRUM: Nachman | 2 | 2 | 1 | High | Done | Nachman |
| SCRUM: Ross | 2 | 2 | 1 | High | Done | Ross |
| SCRUM: Blessey | 2 | 2 | 1 | High | Done | Blessey |
| LEADS Scrum: Weeks | 1.25 | 1.25 | 1 | High | Done | Weeks |
| LEADS Scrum: Blessey | 1.25 | 1.25 | 1 | High | Done | Blessey |
| Leadership Design Time | 1.75 | 2.75 | 0.64 | Med | Done | Blessey |
| LD Retrospective: Weeks | 1 | 1 | 1 | Med | Done | Weeks |
| LD Retrospective: Urko | 1 | 1 | 1 | Med | Done | Urko |
| LD Retrospective: Ross | 1 | 1 | 1 | Med | Done | Ross |
| LD Retrospective: Skaggs | 1 | 1 | 1 | Med | Done | Skaggs |
| LD Retrospective: Nachman | 1 | 1 | 1 | Med | Done | Nachman |
| LD Retrospective: Blessey | 1 | 1 | 1 | Med | Done | Blessey |
| Milestone Day: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Milestone Day: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Milestone Day: Nachman | 3 | 3 | 1 | High | Done | Nachman |
| Milestone Day: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Milestone Day: Ross | 3 | 3 | 1 | High | Done | Ross |
| Milestone Day: Urko | 3 | 3 | 1 | High | Done | Urko |
|  |  |  |  |  |  |  |
| **CLOISTER** |  |  |  |  |  |  |
| Gameplay test / Tweaking |  |  |  |  |  |  |
| Urko | 12 | 12 | 1 | High | Done | Urko |
| Ross | 1 | 1 | 1 | High | Done | Ross |
| Placement pass | 2 | 2 | 1 | Med | Done | Urko |
| Wow moment Setup | 0 | 0 | 0 | High | CUT | Weeks |
|  |  |  |  |  |  |  |
| **Aqueducts** |  |  |  |  |  |  |
| Gameplay test/ Tweaking |  |  |  |  |  |  |
| Ross | 9 | 9 | 1 | High | Done | Ross |
| Placement Pass |  |  |  |  |  |  |
| Ross | 2 | 2 | 1 | Med | Done | Ross |
| Skaggs | 2 | 3 | 0.67 | Med | Done | Skaggs |
| Wow moment Setup |  |  |  |  |  |  |
| Ross | 3 | 2 | 1.5 | High | Done | Ross |
| BSP first pass | 0 |  |  |  | Moved: MS 2 |  |
| Lighting first pass | 0 |  |  |  | Moved: MS 2 |  |
| Scripting first pass | 0 |  |  |  | Moved: MS 2 |  |
|  |  |  |  |  |  |  |
| **RoofTops** |  |  |  |  |  |  |
| Gameplay test / Tweaking | 9 | 9 | 1 | High | Done | Nachman |
| Placement pass | 2 | 2 | 1 | Med | Done | Nachman |
| Wow moment Setup | 3 | 3 | 1 | High | Done | Nachman |
| BSP first pass | 0 |  |  |  | Moved: MS 2 |  |
| Lighting first pass | 0 |  |  |  | Moved: MS 2 |  |
| Scripting first pass | 0 |  |  |  | Moved: MS 2 |  |
|  |  |  |  |  |  |  |
| **Tutorial & Temple** |  |  |  |  |  |  |
| Gameplay test / Tweaking | 7 | 6.75 | 1.04 | High | Done | Weeks |
| Placement pass | 1 | 1 | 1 | Med | Done | Weeks |
| Wow moment Setup | 3 | 3 | 1 | High | Done | Weeks |
| BSP first pass | 0 |  |  |  | Moved: MS 2 |  |
| Lighting first pass | 0 |  |  |  | Moved: MS 2 |  |
| Scripting first pass | 0 | 0 | 0 |  | Moved: MS 2 |  |
|  |  |  |  |  |  |  |
| **ETC** |  |  |  |  |  |  |
| Final Playtest: Weeks | 1 | 1 | 1 | Med | Done | Weeks |
| Final Playtest: Ross | 1 | 1 | 1 | Med | Done | Ross |
| Final Playtest: Urko | 1 | 1 | 1 | Med | Done | Urko |
| Final Playtest: Skaggs | 1 | 1 | 1 | Med | Done | Skaggs |
| Final Playtest: Blessey | 1 | 1 | 1 | Med | Done | Blessey |
| Final Playtest: Nachman | 1 | 1 | 1 | Med | Done | Nachman |
|  |  |  |  |  |  |  |
| **REALOCATED HOURS** |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Tutorial & Temple |  |  |  |  |  |  |
| GD: Level Refinement | 6 | 6 | 1 | Med | Done | Blessey |
| Construction | 12 | 11 | 1.09 | Med | Done | Skaggs |
|  |  |  |  |  |  |  |
| LLD Testing: Rooftops/Aqueducts | 2 | 2 | 1 | Med | Done | Weeks |
| GD Play testing | 4 | 4 | 1 | Med | Done | Blessey |
|  |  |  |  |  |  |  |
| **TOTALS** | **126.25** | **126** | **1.001** |  |  |  |
|  |  |  |  |  |  |  |

Table 14: Sprint 3: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MUSIC** |  |  |  |  |  |  |
| Cloister Music: Research | 0 |  |  | High | Moved: MS 4 | Blessey |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Sound: Importing & Cues | 2.25 | 2.25 | 1 | Med | Done | Orsatti |
| Sound: Importing & Cues | 1.75 | 1.75 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **TOTALS** | **4** | **4** | **1** |  |  |  |
|  |  |  |  |  |  |  |

Table 15: Sprint 3: Sound Actuals

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Orsatti | 2 | 2 | 1 | High | Done | Orsatti |
| LEADS Scrum: Orsatti | 1.25 | 1.25 | 1 | High | Done | Orsatti |
| Milestone Day: Orsatti | 3 | 3 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **ETC.** |  |  |  |  |  |  |
| Scrum Board Creation | 6 | 3 | 2 | High | Done | Orsatti |
| Actuals Updated: Mondays | 1 | 1 | 1 | Med | Done | Orsatti |
| Actuals Updated: Tuesdays | 2 | 1 | 2 | Med | Done | Orsatti |
| Actuals Updated: Wednesdays | 3 | 3 | 1 | Med | Done | Orsatti |
| Actuals Updated: Thursdays | 1 | 1 | 1 | Med | Done | Orsatti |
| Management Tasks | 1.75 | 1.75 | 1 | Low | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **21** | **17** | **1.24** |  |  |  |
|  |  |  |  |  |  |  |

Table 16: Sprint 3: Production Actuals

# Arbor Sprint 4: Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 4 | | |  |
|  | **Vertical Slice** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Sept 16, 2011 to Oct 03, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 33 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 59 | 103.75 |  |
|  | Art | 131 | 152.17 |  |
|  | Level Design | 205.75 | 288.75 |  |
|  | Sound | 9.5 | 9 |  |
|  | Production | 23.75 | 23.25 |  |
|  | TOTAL HOURS | 429 | 576.92 |  |
|  |  |  |  |  |

Figure 21: Sprint 4: Vertical Slice

|  |  |  |
| --- | --- | --- |
| **September 16 ~ October 3, 2011** | | |
| **Hours per team member:** | | **33** |
| Total Hours: | | + / - |
| Orsatti, Jason | 37 | +5.00 |
| Blessey, Grace | 40.75 | +7.75 |
| Weeks, Josh | 45.75 | +9.75 |
| Urko, Nick | 48.25 | +15.25 |
| Ross, Jaddua | 40 | +7.00 |
| Nachman, Al | 33.75 | +0.75 |
| Skaggs, David | 33 | 0.00 |
| Musante, Matt | 43.5 | +10.50 |
| Wells, Brian | 50.67 | +17.67 |
| DeCoster, David | 33 | 0.00 |
| Clonts, Adriana | 35 | +2.00 |
| Pope, Ben | 34.75 | +1.75 |
| Donnellan, Casey | 69 | +36.00 |

Figure 22: Sprint 4 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Pope | 2.25 | 2.25 | 1 | High | Done | Pope |
| SCRUM: Donnellan | 2.25 | 2.25 | 1 | High | Done | Donnellan |
| LEADS Scrum: Casey | 2.25 | 2.25 | 1 | High | Done | Donnellan |
| Milestone Day: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
| Milestone Day: Pope | 3 | 3 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **VOTIVE** |  |  |  |  |  |  |
| Bulb Push Animations, 1st Pass | 0 |  |  | High | CUT | Donnellan |
| Bulb Pickup / Throw Anim. 1st pass | 1.5 | 3 | 0.5 | High | Done | Donnellan |
| Pillbug Pickup/Throw Anim 1st | 2 | 3 | 0.67 | High | Done | Donnellan |
| Death Sequence | 5.5 | 5.5 | 1 | High | Done | Donnellan |
| Votive Refactoring | 5 | 8.25 | 0.61 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ENEMIES** |  |  |  |  |  |  |
| Snapdragon Aesthetics 1st pass | 5 | 5.5 | 0.9 | Med | Done | Pope |
| Pillbug Aesthetics | 4 | 4 | 1 | Med | Done | Pope |
| Slug Mechanics | 4 | 4 | 1 | High | Done | Pope |
| Slug Aesthetics | 4 | 4 | 1 | Med | Done | Pope |
|  |  |  |  |  |  |  |
| **ENVIORNMENTS** |  |  |  |  |  |  |
| Door Aesthetics | 1.75 | 4 | 0.43 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ETC.** |  |  |  |  |  |  |
| Installer Created | 1.25 | 1.25 | 1 | High | Done | Donnellan |
| Bug Squashing |  |  |  |  |  |  |
| Pope | 2.75 | 12 | 0.32 | Med | Done | Pope |
| Donnellan | 2.75 | 13 | 0.26 | Med | Done | Donnellan |
| Random Refactoring | 4 | 5.5 | 0.72 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 3** |  |  |  |  |  |  |
| Vine Aesthetics | 2.75 | 1 | 2.75 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **OTHER WORK REQUIRED** |  |  |  |  |  |  |
| Check Points | 0 | 8 | 1 | High | Done | Donnellan |
| Post Processing Installer Error | 0 | 3 | 0 | High | Done | Donnellan |
| Falling Column Reset Error | 0 | 3 | 0 | High | Done | Donnellan |
| Auto-Full screen Error | 0 | 3 | 0 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **TOTALS** | **59** | **103.75** | **0.57** |  |  |  |
|  |  |  |  |  |  |  |

Table 17: Sprint 4: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM Musante | 2.25 | 2.25 | 1 | High | Done | Musante |
| SCRUM Wells | 2.25 | 2.25 | 1 | High | Done | Wells |
| SCRUM Clonts | 2.25 | 2.25 | 1 | High | Done | Clonts |
| SCRUM DeCoster | 2.25 | 2.25 | 1 | High | Done | DeCoster |
| LEADS Scrum: Musante | 2.25 | 2.25 | 1 | High | Done | Musante |
| Milestone Day: Musante | 3 | 3 | 1 | High | Done | Musante |
| Milestone Day: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
| Milestone Day: Wells | 3 | 3 | 1 | High | Done | Wells |
| Milestone Day: Clonts | 3 | 3 | 1 | High | Done | Clonts |
|  |  |  |  |  |  |  |
| **CHARACTER** |  |  |  |  |  |  |
| Pillbug |  |  |  |  |  |  |
| Chop Off Antenna | 1.25 | 1.5 | 0.83 | Low | Done | Musante |
| Re-export Mesh + Anims | 1.25 | 1.5 | 0.83 | Low | Done | Musante |
|  |  |  |  |  |  |  |
| **IMPORTANT PROPS** |  |  |  |  |  |  |
| Shard |  |  |  |  |  |  |
| Alternate Model | 1.25 | 0.25 | 5 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| Hallowed Soil |  |  |  |  |  |  |
| Goddess Statue Retexture | 2 | 2 | 1 | High | Done | Clonts |
| Material Adjustments | 1 | 2 | 0.5 | High | Done | Clonts |
|  |  |  |  |  |  |  |
| Leaf |  |  |  |  |  |  |
| Polishing Emissive Edges | 0.5 | 0.01 | 50 | High | Done | Wells |
| Fix Alpha Edges | 0.25 | 0.01 | 25 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Switch/Button |  |  |  |  |  |  |
| Alternate Button Texture | 0.25 | 0.25 | 1 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| Door |  |  |  |  |  |  |
| Polish: Slot Door Grate | 0.5 | 4.25 | 0.4 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Seesaw 1 |  |  |  |  |  |  |
| Model | 0 |  |  | Med | Moved: MS 3 | DeCoster |
| UVs | 0 |  |  | Med | Moved: MS 3 | DeCoster |
| High-poly | 0 |  |  | Med | Moved: MS 3 | DeCoster |
|  |  |  |  |  |  |  |
| Water-wheel |  |  |  |  |  |  |
| Models | 1.25 | 1.25 | 1 | Med | Done | Musante |
| UVs | 0.25 | 0.25 | 1 | Med | Done | DeCoster |
| High-Poly | 2 | 3 | 0.67 | Med | Done | DeCoster |
| Texture | 1 | 5.25 | 0.19 | Med | Done | DeCoster |
| Import & Materials | 0.5 | 0.5 | 1 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **ENVIORNMENT** |  |  |  |  |  |  |
| Modular Walls |  |  |  |  |  |  |
| Reset Pivot Point, Grid, Xform | 2 | 5 | 0.4 | High | Done | Musante |
|  |  |  |  |  |  |  |
| Broken Urns |  |  |  |  |  |  |
| Models | 0 |  |  | Med | Moved: MS 5 | Musante |
| UVs | 0 |  |  | Med | Moved: MS 5 | Musante |
| High-Poly | 0 |  |  | Med | Moved: MS 5 | Musante |
| Texture | 0 |  |  | Med | Moved: MS 5 | Musante |
| Import & Materials | 0 |  |  | Med | Moved: MS 5 | Musante |
|  |  |  |  |  |  |  |
| Broken Planters |  |  |  |  |  |  |
| Models | 1 | 2 | 1.75 | Med | Done | DeCoster |
| UVs | 0.5 | 1 | 1 | Med | Done | DeCoster |
| High-Poly | 1 | 2 | 1 | Med | Done | DeCoster |
| Texture | 2 | 1.75 | 1.14 | Med | Done | DeCoster |
| Import & Materials | 1 | 1.5 | 1 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Broken Pedestals / Dais |  |  |  |  |  |  |
| Models | 1 | 0.5 | 2 | Med | Done | DeCoster |
| UVs | 0 |  |  | Med | Moved: MS 5 | Wells |
| High-Poly | 1 | 1 | 1 | Med | Done | DeCoster |
| Texture | 0 |  |  | Med | Moved: MS 5 | Wells |
| Import & Materials | 0 |  |  | Med | Moved: MS 5 | Wells |
|  |  |  |  |  |  |  |
| Wall Sconces |  |  |  |  |  |  |
| Models | 3 | 2 | 1.5 | Low | Done | Clonts |
| UVs | 1 | 1 | 1 | Low | Done | Clonts |
| High-Poly | 1 | 2 | 0.5 | Low | Done | Clonts |
| Texture | 3 | 2 | 1.5 | Low | Done | Clonts |
| Import & Materials | 1.5 | 1 | 1.5 | Low | Done | Clonts |
|  |  |  |  |  |  |  |
| Breakable Columns |  |  |  |  |  |  |
| Models | 0.5 | 0.5 | 1 | High | Done | Wells |
| UVs | 0.5 |  |  | High | CUT | Wells |
| Import | 0.5 |  |  | High | CUT | Wells |
|  |  |  |  |  |  |  |
| Broken Wall Sections: Wells |  |  |  |  |  |  |
| Models | 2 | 3 | 0.67 | High | Done | Wells |
| UVs | 0.5 | 0.5 | 1 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Broken Wall Sections: Musante |  |  |  |  |  |  |
| Models | 2 | 2 | 1 | High | Done | Musante |
| UVs | 0.5 | 2 | 0.25 | High | Done | Musante |
|  |  |  |  |  |  |  |
| Broken Wall Sections: DeCoster |  |  |  |  |  |  |
| Models | 2 | 3 | 0.67 | High | Done | DeCoster |
| UVs | 0.5 | 0.5 | 1 | High | Done | DeCoster |
| All Wall Imports | 0.5 | 0.5 | 1 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| Rubble Piles |  |  |  |  |  |  |
| Models | 1 | 1 | 1 | High | Done | Wells |
| UVs | 0.5 | 0.5 | 1 | High | Done | Wells |
| Texture | 2 | 2 | 1 | High | Done | Wells |
| Import & Materials | 1 | 1 | 1 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Single Bricks |  |  |  |  |  |  |
| Models | 1 | 1 | 1 | Med | Done | Clonts |
| UVs | 1 | 2 | 2 | Med | Done | Clonts |
| Texture | 0 | 0 | 0 | Med | CUT | Clonts |
| Import & Materials | 1 | 0.75 | 1.33 | Med | Done | Clonts |
|  |  |  |  |  |  |  |
| Gutter / Canal Sections |  |  |  |  |  |  |
| Models | 1 | 1 | 1 | Med | Done | Clonts |
| UVs | 0.5 | 0.25 | 2 | Med | Done | Clonts |
| Texture | 1 | 1 | 1 | Med | Done | Clonts |
| Import & Materials | 1 | 0.25 | 4 | Med | Done | Clonts |
|  |  |  |  |  |  |  |
| Mushrooms (light source) |  |  |  |  |  |  |
| Models | 0 |  |  | High | Moved: MS 3 | Wells |
| UVs | 0 |  |  | High | Moved: MS 3 | Wells |
| High-Poly | 0 |  |  | High | Moved: MS 3 | Wells |
| Texture | 0 |  |  | High | Moved: MS 3 | Wells |
| Import & Materials | 0.25 |  |  | High | Moved: MS 3 | Wells |
| Alternate Models for Walls | 1 | 0.5 | 2 | High | Done | Wells |
|  |  |  |  |  |  |  |
| 4x1 Floor Strip |  |  |  |  |  |  |
| Models / Import | 0.5 | 0.25 | 2 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| Altars |  |  |  |  |  |  |
| Models | 1 | 0.5 | 2 | Med | Done | Musante |
| UVs | 0.5 | 0.5 | 1 | Med | Done | Musante |
| High-Poly | 0 | 0 | 0 | Med | CUT | Musante |
| Texture | 2 | 2 | 1 | Med | Done | Musante |
| Import & Materials | 1 | 0.25 | 4 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| Detail Maps: |  |  |  |  |  |  |
| Phosphorescent Moss Text | 0.5 | 3.75 | 0.13 | Med | Done | Clonts |
| Vines Texture | 0.5 | 4 | 0.13 | Med | Done | Clonts |
| Dead Leaves Texture | 0.5 | 3.75 | 0.13 | Med | Done | Clonts |
| Cracks Texture | 0 |  |  | Med | Moved: MS 5 | Wells |
|  |  |  |  |  |  |  |
| **PARTICLES** |  |  |  |  |  |  |
| Fire-flies: Setup | 1.25 | 0.5 | 2.5 | High | Done | Wells |
| Shard Pickup Effect: Setup | 1.25 | 0.5 | 2.5 | High | Done | Wells |
| Terminal Velocity: Fixing | 0.5 | 0.15 | 3.33 | High | Done | Wells |
| Sacred Soil Emission: Setup | 1.25 | 0.5 | 2.5 | Med | Done | Wells |
| Slug Splatter: Texture | 0.25 | 0.25 | 1 | High | Done | Wells |
| Slug Splatter: Setup | 0.5 | 0.5 | 1 | High | Done | Wells |
| Ambient Gnats: Setup | 0.5 | 0.25 | 2 | Low | Done | Wells |
| Ambient Dust: Texture | 0 |  |  | Low | Moved: MS 5 | Wells |
| Ambient Dust: Setup | 0 |  |  | Low | Moved: MS 5 | Wells |
| Flowing Water: Texture | 1 | 1.5 | 0.67 | Low | Done | Wells |
| Waterfall: Material Setup | 1.5 | 1 | 1.5 | Low | Done | DeCoster |
| Water Splash: Texture | 0.25 | 0.25 | 1 | Low | Done | Wells |
| Water Splash: Setup | 0.5 | 0.5 | 1 | Low | Done | Wells |
| Waterfall Cloud: Setup | 1.25 | 0.25 | 5 | Low | Done | DeCoster |
| Rock Crumbling: Texture | 1 | 0.25 | 4 | Low | Done | Wells |
| Rock Crumbling: Setup | 1 | 0.25 | 4 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **ETC** |  |  |  |  |  |  |
| 3rd Detail Map for Ancestor Mats | 0.75 | 0.75 | 1 | High | Done | Musante |
| All Art Polish Pass | 9 | 9 | 1 | Med | Done | Wells |
| Sacred Tree | 9 | 15 | 0.47 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **ADDED ASSETS DUE TO NEED** |  |  |  |  |  |  |
| Pilaster: Model | 0.75 | 0.75 | 1 | High | Done | Wells |
| Pilaster: UVs | 0.5 | 0.5 | 1 | High | Done | Wells |
| Pilaster: Texture & Import | 0.75 | 0.75 | 1 | High | Done | Wells |
| Pillbug Hive | 4 | 4.25 | 0.941 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **ANIMATION** |  |  |  |  |  |  |
| Snap Dragon: Rig | 7 | 3 | 2.33 | High | Done | Musante |
| Snap Dragon: Animation | 3.5 | 5.25 | 0.67 | High | Done | Musante |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 3** |  |  |  |  |  |  |
| Particle: Vine Launch Texture | 0 |  |  | Med | CUT | Wells |
| Particle: Vine Launch Setup | 0 |  |  | Med | CUT | Wells |
| Particle: Vine Attach/Detach Text | 0 |  |  | Med | CUT | Wells |
| Particle: Vine Attach/Detach Setup | 0 |  |  | Med | CUT | Wells |
|  |  |  |  |  |  |  |
| **TOTALS** | **131** | **152.17** | **0.86** |  |  |  |
|  |  |  |  |  |  |  |

Table 18: Sprint 4: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Weeks | 2.25 | 2.25 | 1 | High | Done | Weeks |
| SCRUM: Urko | 2.25 | 2.25 | 1 | High | Done | Urko |
| SCRUM: Skaggs | 2.25 | 2.25 | 1 | High | Done | Skaggs |
| SCRUM: Nachman | 2.25 | 2.25 | 1 | High | Done | Nachman |
| SCRUM: Ross | 2.25 | 2.25 | 1 | High | Done | Ross |
| SCRUM: Blessey | 2.25 | 2.25 | 1 | High | Done | Blessey |
| LEADS Scrum: Weeks | 2.25 | 2.25 | 1 | High | Done | Weeks |
| LEADS Scrum: Blessey | 2.25 | 2.25 | 1 | High | Done | Blessey |
| Milestone Day: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Milestone Day: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Milestone Day: Urko | 3 | 3 | 1 | High | Done | Urko |
| Milestone Day: Ross | 3 | 3 | 1 | High | Done | Ross |
| Milestone Day: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Milestone Day: Nachman | 3 | 3 | 1 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| **DOCUMENTATION** |  |  |  |  |  |  |
| Rooftops LDD | 2.75 | 2.75 | 1 | High | Done | Nachman |
| Aqueducts LDD | 2.75 | 2.75 | 1 | High | Done | Ross |
| LDD map adjustments | 8.5 | 8.5 | 1 | High | Done | Skaggs |
| LDD Image Captures | 2.75 | 2.75 | 1 | Med | Done | Nachman |
|  |  |  |  |  |  |  |
| **STREAMED LEVELS** |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Cloister** |  |  |  |  |  |  |
| Lighting | 2.75 | 10 | 0.28 | High | Done | Musante |
| Scripting Playtest | 2.75 | 2.75 | 1 | Med | Done | Urko |
|  |  |  |  |  |  |  |
| **Cloister Functionality** |  |  |  |  |  |  |
| Polish Movers | 2.75 | 2.75 | 1 | Med | Done | Urko |
| Bulb Switch | 2.75 | 7.75 | 0.35 | Med | Done | Urko |
| Pillbug Switch | 2.75 | 2.75 | 1 | Med | Done | Urko |
| Snapdragon | 2.75 | 2.75 | 1 | Med | Done | Urko |
| Physics Assets/Soft-bodies | 3.25 | 6 | 0.54 | Med | Done | Urko |
| New Waterwheel Prefab | 2.75 | 2.75 | 1 | Med | Done | Urko |
|  |  |  |  |  |  |  |
| **Cloister Mesh** |  |  |  |  |  |  |
| Section 1 | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Section 1: Back Ground | 2.75 | 2.75 | 1 | High | Done | Nachman |
| Section 2 | 2.75 | 2.75 | 1.1 | High | Done | Skaggs |
| Section 2: Back Ground | 2.75 | 2.75 | 1.1 | High | Done | Skaggs |
| Section 3 | 2.75 | 3.75 | 0.73 | High | Done | Weeks |
| Section 3: Back Ground | 2.75 | 2.75 | 1 | High | Done | Blessey |
| Section 4 | 2.75 | 3.75 | 0.73 | High | Done | Weeks |
| Section 4: Back Ground | 2.75 | 5.5 | 2 | High | Done | Orsatti |
| Section 5 | 2.75 | 4.75 | 0.58 | High | Done | Ross |
| Section 5: Back Ground | 2.75 | 5.5 | 0.5 | High | Done | Orsatti |
| Section 6 | 2.75 | 9.5 | 0.29 | High | Done | Ross |
| Section 6: Back Ground | 2.75 | 2.75 | 1 | High | Done | Ross |
| Section 7 | 2.75 | 2.75 | 1 | High | Done | Urko |
| Section 7: Back Ground | 2.75 | 2.75 | 1 | High | Done | Urko |
| Section 8 | 2.75 | 4.5 | 0.61 | High | Done | Weeks |
| Section 8: Back Ground | 2.75 | 2.75 | 1 | High | Done | Weeks |
| All Sections Depth Pass | 2.75 | 2.75 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **Aqueducts** |  |  |  |  |  |  |
| Design Changes | 2.75 | 5 | 0.55 | High | Done | Ross |
| Level Functionality: Movers | 0 |  |  | Med | Moved: MS 5 | Urko |
| Level Functionality: Bulb | 0 |  |  | Med | Moved: MS 5 | Urko |
| Level Functionality: Pillbugs | 0 |  |  | Med | Moved: MS 5 | Urko |
| Scripting second pass | 0 |  |  | Low | Moved: MS 2 | Ross |
|  |  |  |  |  |  |  |
| **Rooftops** |  |  |  |  |  |  |
| Design Changes | 2.75 | 2.75 | 1 | High | Done | Nachman |
| Gameplay Design / Build A | 2.75 | 2.75 | 1 | Med | Done | Nachman |
| Gameplay Design / Build B | 2.75 | 3 | 0.92 | Med | Done | Nachman |
| Gameplay Design / Build C | 2.75 | 2.75 | 1 | Med | Done | Nachman |
| Gameplay Design / Build D | 2.75 | 2.75 | 1 | Med | Done | Nachman |
| Gameplay Design / Build E | 1.5 | 1.5 | 1 | Low | Done | Nachman |
| PlayTest / Bug Fix | 3 | 2 | 1.5 | Low | Done | Nachman |
|  |  |  |  |  |  |  |
| **Tutorial** |  |  |  |  |  |  |
| Static Placement A | 2.75 | 4.75 | 0.58 | Low | Done | Blessey |
| Static Placement B | 2.75 | 2.75 | 1 | Low | Done | Blessey |
| Static Placement C | 2.75 | 2.75 | 1 | Low | Done | Blessey |
| Static Placement D | 2.75 | 2.75 | 1 | Low | Done | Blessey |
|  |  |  |  |  |  |  |
| **Temple** |  |  |  |  |  |  |
| Static Placement A | 2.75 | 2.75 | 1 | Low | Done | Skaggs |
| Static Placement B | 2.75 | 2.75 | 1 | Low | Done | Skaggs |
| Static Placement C | 2.75 | 2.75 | 1 | Low | Done | Skaggs |
| Static Placement D | 2.75 | 2.75 | 1 | Low | Done | Skaggs |
| Scripting second pass | 0 |  |  | Low | Moved: MS 2 | Skaggs |
| Static Mesh pass | 0 |  |  | Med | Moved: MS 2 | Skaggs |
|  |  |  |  |  |  |  |
| **REALOCATED TIME FOR VS** |  |  |  |  |  |  |
| Post Processing Build | 1.5 | 1.5 | 1 | Low | Done | Ross |
| Playtest A: Rooftops | 2.75 | 2.75 | 1 | Low | Done | Nachman |
|  |  |  |  |  |  |  |
| Crunch Time for Vertical Slice |  |  |  |  |  |  |
| All Section Mesh Pass | 2.75 | 10 | 0.28 | High | Done | Weeks |
| All Section Play Test | 2.75 | 5 | 0.55 | High | Done | Weeks |
| All Section Bug Fix | 2.75 | 9 | 0.55 | High | Done | Weeks |
| All Section Mesh Pass | 2.75 | 6.5 | 0.42 | High | Done | Blessey |
| All Section Play Test | 2.75 | 2.5 | 1.1 | High | Done | Blessey |
| All Section Bug Fix | 2.75 | 7 | 0.92 | High | Done | Blessey |
| All Section Mesh Pass | 2.75 | 6 | 0.34 | High | Done | Urko |
| All Section Play Test | 2.75 | 4 | 0.68 | High | Done | Urko |
| All Section Bug Fix | 2.75 | 10 | 0.46 | High | Done | Urko |
| All Section Mesh Pass | 2.75 | 6 | 0.46 | High | Done | Orsatti |
| All Section Play Test | 0 | 2 | 0 | High | Done | Orsatti |
| All Section Bug Fix | 0 | 2 | 0 | High | Done | Orsatti |
| All Section Play Test | 0 | 2 | 0 | High | Done | Ross |
| All Section Bug Fix | 0 | 2 | 0 | High | Done | Ross |
|  |  |  |  |  |  |  |
| **ADMINISTRATION** |  |  |  |  |  |  |
| Lead Level Design Time | 3.5 | 3.5 | 1 | High | Done | Weeks |
| GD Design Time A | 2.75 | 2.75 | 1 | High | Done | Blessey |
| GD Design Time B | 2.75 | 2.75 | 1 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **TOTALS** | **205.75** | **288.75** | **0.71** |  |  |  |
|  |  |  |  |  |  |  |

Table 19: Sprint 4: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **SOUND FX** |  |  |  |  |  |  |
| Sound Importing / Cues | 1 | 0.5 | 1.5 | Low | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ADD FROM MILESTONE 3** |  |  |  |  |  |  |
| Cloister Music: Research | 5.5 | 5.5 | 1 | High | Done | Ross |
| Music Composition | 3 | 3 | 1 | Low | Done | Ross |
|  |  |  |  |  |  |  |
| **TOTALS** | **9.5** | **9** | **1.06** |  |  |  |
|  |  |  |  |  |  |  |

Table 20: Sprint 4: Sound Actuals

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Orsatti | 2.25 | 2.25 | 1 | High | Done | Orsatti |
| LEADS Scrum: Orsatti | 2.25 | 2.25 | 1 | High | Done | Orsatti |
| Milestone Day: Orsatti | 3 | 3 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **ETC.** |  |  |  |  |  |  |
| Scrum Board Creation | 5.5 | 3.75 | 1.47 | High | Done | Orsatti |
| Actuals Updated: Mondays | 2 | 2 | 1 | Med | Done | Orsatti |
| Actuals Updated: Tuesdays | 2 | 2 | 1 | Med | Done | Orsatti |
| Actuals Updated: Wednesdays | 2 | 2 | 1 | Med | Done | Orsatti |
| Actuals Updated: Thursdays | 2 | 2 | 1 | Med | Done | Orsatti |
| Calculating Actual for Milestone | 2.75 | 4 | 0.68 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **23.75** | **23.25** | **1.02** |  |  |  |
|  |  |  |  |  |  |  |

Table 21: Sprint 4: Production Actuals

# Sprint 5: Arbor Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 5 | | |  |
|  | **Alpha** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Oct 17, 2011 to Nov 01, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 36 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 66 | 67.75 |  |
|  | Art | 132 | 164.4 |  |
|  | Level Design | 203 | 290.75 |  |
|  | Sound | 8 | 0 |  |
|  | Production | 20 | 22.75 |  |
|  | TOTAL HOURS | 429 | 545.65 |  |
|  |  |  |  |  |

Figure 23: Sprint 5: Alpha

|  |  |  |
| --- | --- | --- |
| **October 17 ~ November 1, 2011** | | |
| **Hours per team member:** | | **36** |
| Total Hours: | | + / - |
| Orsatti, Jason | 43.5 | +7.5 |
| Blessey, Grace | 38.25 | +2.25 |
| Weeks, Josh | 57.75 | +21.75 |
| Urko, Nick | 60 | +24 |
| Ross, Jaddua | 38.75 | +2.75 |
| Nachman, Al | 37 | +1 |
| Skaggs, David | 38.25 | +2.25 |
| Musante, Matt | 46 | +10 |
| Wells, Brian | 36.15 | +0.15 |
| DeCoster, David | 45.25 | +9.25 |
| Clonts, Adriana | 37 | +1 |
| Pope, Ben | 27 | -9 |
| Donnellan, Casey | 40.75 | +4.75 |

Figure 24: Sprint 5 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Pope | 2.25 | 2.25 | 1 | High | Done | Pope |
| SCRUM: Donnellan | 2.25 | 2.25 | 1 | High | Done | Donnellan |
| LEADS Scrum: Donnellan | 2.25 | 2.25 | 1 | High | Done | Donnellan |
| Milestone Day: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
| Milestone Day: Pope | 3 | 3 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **VOTIVE** |  |  |  |  |  |  |
| Refactor Votive Code | 3 | 6 | 0.5 | High | Done | Donnellan |
| Vine Aesthetics | 5 | 3.5+ |  | Med | Cont. MS 6 | Donnellan |
| Pickup/Throw Animation Refine | 4 |  |  | High | Moved: MS 6 | Donnellan |
| General Animation Refine | 5 | 5 |  | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ENEMIES** |  |  |  |  |  |  |
| Refactor Enemy Code | 2 | 2 | 1 | Med | Done | Pope |
| Enemy Aesthetic Refine | 4 |  |  | High | CUT | Pope |
|  |  |  |  |  |  |  |
| **INTERACTIVE COMPONENTS** |  |  |  |  |  |  |
| Door | 2 | 4 | 0.5 | High | Done | Donnellan |
| Shards | 2 | 2 | 1 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ETC.** |  |  |  |  |  |  |
| Basic Scaleform Research | 4 | 2 | 2 | High | Done | Pope |
| In-game HUD | 5.5 | 5.5 | 1 | High | Done | Pope |
| Pause Screen, Basic | 2.75 | 4.5 | 0.61 | High | Done | Pope |
| Main Menu, Basic | 2 | 1 | 2 | High | Done | Pope |
| QA Bug Fixes | 5.5 |  |  |  |  |  |
| Pope |  | 2.75 |  | High | Done | Pope |
| Donnellan |  | 3 |  | High | Done | Donnellan |
| Alpha Installer Created | 1 | 1 | 1 | High | Done | Donnellan |
| Fixing Vertical Slice Bugs | 5.5 | 2.75 |  | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **ADDED WORK DUE TO NECESSITY** |  |  |  |  |  |  |
| Interactive Buttons | 2 | 6 | 0.33 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **REALOCATED HOURS** |  |  |  |  |  |  |
| Pause Menu Refactoring | 4 | 4 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **TOTALS** | **66** | **67.75** | **0.97** |  |  |  |
|  |  |  |  |  |  |  |

Table 22: Sprint 5: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM Musante | 2.25 | 2.25 | 1 | High | Done | Musante |
| SCRUM Wells | 2.25 | 2.25 | 1 | High | Done | Wells |
| SCRUM Clonts | 2.25 | 2.25 | 1 | High | Done | Clonts |
| SCRUM DeCoster | 2.25 | 2.25 | 1 | High | Done | DeCoster |
| LEADS Scrum: Musante | 2.25 | 2.25 | 1 | High | Done | Musante |
| Milestone Day: Musante | 3 | 3 | 1 | High | Done | Musante |
| Milestone Day: Clonts | 3 | 3 | 1 | High | Done | Clonts |
| Milestone Day: Wells | 3 | 3 | 1 | High | Done | Wells |
| Milestone Day: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
| Art Meetings: Musante | 1.5 | 1.5 | 1 | High | Done | Musante |
| Art Meetings: Clonts | 0.5 | 0.5 | 1 | High | Done | Clonts |
| Art Meetings: Wells | 0.5 | 0.5 | 1 | High | Done | Wells |
| Art Meetings: DeCoster | 0.5 | 0.5 | 1 | High | Done | DeCoster |
| Milestone 6: Backlogs | 2.25 |  |  | High | Moved: MS 6 | Musante |
|  |  |  |  |  |  |  |
| **CHARACTER** |  |  |  |  |  |  |
| Animation Tweaks: 8 hours | 0 | 0 | 0 | Med | Done | Jeffcoat |
| Import New Anims | 0.75 | 0.5 | 1.5 | High | Done | Musante |
|  |  |  |  |  |  |  |
| **ENVIRONMENTS** |  |  |  |  |  |  |
| Modular Walls |  |  |  |  |  |  |
| Basic Pieces with Sides | 1.25 | 1.25 | 1 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| Shelf |  |  |  |  |  |  |
| Shelf with NO supports | 0.25 | 0.25 | 1 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| Tapestries (Basic, 3 Variants) |  |  |  |  |  |  |
| Models | 0.5 | 0.25 | 2 | High | Done | Wells |
| Import & Materials | 1 | 0.5 | 2 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Tutorial Tapestries |  |  |  |  |  |  |
| Textures | 5 | 1.75 | 2.86 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Goddess Statue |  |  |  |  |  |  |
| Decrease Moss Saturation | 0.5 | 0.5 | 1 | Low | Done | DeCoster |
|  |  |  |  |  |  |  |
| Waterwheel |  |  |  |  |  |  |
| Decrease Moss Saturation | 0.5 | 0.5 | 1 | Low | Done | DeCoster |
|  |  |  |  |  |  |  |
| Aqueduct Arch & Square Column |  |  |  |  |  |  |
| Models | 2 | 1 | 2 | High | Done | Wells |
| High-poly | 1 | 2.5 | 0.4 | High | Done | Wells |
| Materials | 2 | 3 | 0.67 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Aqueduct Arch: Broken Variant |  |  |  |  |  |  |
| Models | 1.5 | 0.25 | 6 | High | Done | Wells |
| Material | 1.5 | 0.25 | 6 | High | Done | Wells |
|  |  |  |  |  |  |  |
| Brick Texture Variants |  |  |  |  |  |  |
| Variant 1 | 1.5 | 2 | 0.75 | Med | Done | DeCoster |
| Variant 2 | 1.5 | 1 | 1.5 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Dead Grass Clumps |  |  |  |  |  |  |
| Models | 0.5 | 0.5 | 1 | Low | Done | Clonts |
| Material | 2.25 | 2.5 | 0.9 | Low | Done | Clonts |
|  |  |  |  |  |  |  |
| Dead Trees |  |  |  |  |  |  |
| Models | 2 | 4.5 | 0.44 | Low | Done | Clonts |
| Material | 4 | 3 | 1.33 | Low | Done | Clonts |
|  |  |  |  |  |  |  |
| Dead Shrubs |  |  |  |  |  |  |
| Models | 2.5 | 2 | 1.25 | Low | Done | Clonts |
| Material | 5 | 4 | 1.25 | Low | Done | Clonts |
|  |  |  |  |  |  |  |
| Alternate Bramble Texture (vine) | 0.5 | 0.25 | 2 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| Detail Maps: |  |  |  |  |  |  |
| Moss Desaturate Diffuse | 0.5 | 0.5 | 1 | Low | Done | Clonts |
| Lichen Texture | 1 | 2 | 0.5 | Low | Done | DeCoster |
|  |  |  |  |  |  |  |
| Decals |  |  |  |  |  |  |
| Plane Import | 0.5 |  |  | High | CUT | Clonts |
| Plane Mode | 0.5 |  |  | High | CUT | Clonts |
| Vines Material | 0.25 |  |  | High | Moved: MS 6 | Clonts |
| Sludge Alphas Texture | 1.5 |  |  | Med | Moved: MS 6 | Clonts |
| Sludge Alphas Materials | 0.5 |  |  | Med | Moved: MS 6 | Clonts |
|  |  |  |  |  |  |  |
| Background Building Construction |  |  |  |  |  |  |
| Model/Optimize: Musante | 3 | 6 | 0.5 | High | Done | Musante |
| Model/Optimize: Wells | 3 | 9 | 0.33 | High | Done | Wells |
| Model/Optimize: Clonts | 3 |  |  | High | CUT | Clonts |
| Model/Optimize: DeCoster | 3 | 6.75 | 0.44 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| Misc. |  |  |  |  |  |  |
| Ancestor Wetness Fx | 4 |  |  | High | Moved MS 6 | Musante |
|  |  |  |  |  |  |  |
| **SKYDOME** |  |  |  |  |  |  |
| Cloister Material Fix | 1 | 0.25 | 4 | High | Done | Wells |
| Aqua-roof Material | 1 | 0.25 | 4 | High | Done | Wells |
| Narthex Material | 1 | 0.25 | 4 | High | Done | Wells |
|  |  |  |  |  |  |  |
| **PARTICLES** |  |  |  |  |  |  |
| Terminal Velocity Streak Fix | 0.25 |  |  | High | CUT | Wells |
| Small Dust Crumbles | 0.5 |  |  | Med | CUT | Wells |
|  |  |  |  |  |  |  |
| **IMPORTANT PROPS** |  |  |  |  |  |  |
| Shard Alternate Model | 0.5 | 0.25 | 2 | Low | Done | Wells |
| Base of Twig: Model | 0.5 | 1.5 | 0.33 | High | Done | Clonts |
| Base of Twig: Material | 2 | 0 | 0 | High | CUT | Clonts |
| Hallowed Soil Mat Adjustment | 0.5 | 2.5 | 0.2 | High | Don | Musante |
| Door: Slot for Door Grate | 0.5 | 0.5 | 1 | Low | Done | Musante |
| Door: Reset, Re-skin, Re-animate | 1.5 | 2.5 | 0.6 | High | Done | Musante |
| Door: Re-import | 0.25 | 1.5 | 0.16 | High | Done | Musante |
|  |  |  |  |  |  |  |
| **UI** |  |  |  |  |  |  |
| Menu: Background Level | 5 | 8.75 |  | High | Done | DeCoster |
| Menu: Buttons and Options | 5.25 | 13.25 | 0.4 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **POLISH/OPTIMIZATION** |  |  |  |  |  |  |
| Reduce Texture: Shard | 0.25 | 0.1 | 2.5 | High | Done | Wells |
| Reduce Texture: DecoBorder | 0.25 | 0.1 | 2.5 | High | Done | Wells |
| Reduce Texture: Small Goddess | 0.25 | 0.25 | 1 | High | Done | Clonts |
| Reduce Texture: Grapple Point | 0.25 | 0.1 | 2.5 | High | Done | Wells |
| Reduce Texture: Thorns | 0.25 | 0.1 | 2.5 | High | Done | Wells |
| Collision Refactoring: Basic Walls | 0.25 | 0.25 | 1 | High | Done | Musante |
| Collision Refactoring: DecoBorder | 0.25 | 0 | 0 | High | CUT | Musante |
| Post-Process Chain w/ SDs | 1.25 |  |  |  |  |  |
| Musante |  | 3 |  | Low | Done | Musante |
| Wells |  | 3 |  | Low | Done | Wells |
| Distinguish Button Variants | 0.5 | 0.5 | 1 | High | Done | Wells |
| Dark Miasma Polish | 0.75 | 0.75 | 1 | High | Done | Wells |
| Misc. Optimizing: Musante | 1 | 1 | 1 | High | Done | Musante |
| Misc. Optimizing: Wells | 0.5 | 0.5 | 1 | High | Done | Wells |
| Misc. Optimizing: Clonts | 1 | 2.5 | 0.4 | High | Done | Clonts |
| Misc. Optimizing: DeCoster | 1 | 1.5 | 1 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **WORK WITH LEVEL DESIGN** |  |  |  |  |  |  |
| Help with Lighting Pass | 4.5 | 9.25 |  | High | Done | Musante |
| Vertex Paint Levels | 5.5 |  |  |  |  |  |
| Wells |  | 2.75 |  | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **REALOCATED HOURS** |  |  |  |  |  |  |
| Ancestor Material Tweaking | 0 | 2.75 | 1 | Med | Done | Musante |
| Button and Door Refactoring | 0 | 1.5 | 1 | Med | Done | Musante |
| Revise Glide Leaf | 0 | 3 | 1 | Med | Done | Clonts |
| Revise Other Leafs | 0 | 3 | 1 | Med | Done | Clonts |
| Art Asset Database Pictures | 0 | 4 | 1 | Med | Done | Clonts |
|  |  |  |  |  |  |  |
| **WORK DONE DUE TO SAVED TIME** |  |  |  |  |  |  |
| Alternate Floor Tiles | 0 | 0.5 | 0 | Low | Done | Wells |
| Leaf Piles | 0 | 0.5 | 0 | Low | Done | Wells |
| Alternate Button Mode/Texture | 0 | 1 | 0 | Med | Done | Wells |
| Fixed thorn Textures | 0 | 0.5 | 0 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 4** |  |  |  |  |  |  |
| Broken Urns |  |  |  |  |  |  |
| Models | 1.5 | 1 | 1.5 | Med | Done | Musante |
| High-Poly | 1 | 2 | 0.5 | Med | Done | Musante |
| Material | 2 | 1.5 | 1.3 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| Broken Pedestals / Dias |  |  |  |  |  |  |
| Texture | 2 | 2.75 | 0.72 | Med | Done | DeCoster |
| Material | 0.5 | 0.5 | 1 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Detail Maps |  |  |  |  |  |  |
| Crack Texture: Proper Diffuse | 0.25 |  |  | Med | Moved: MS 6 | Wells |
| Crack Texture: Proper Normal | 0.25 |  |  | Med | Moved: MS 6 | Wells |
|  |  |  |  |  |  |  |
| Particles |  |  |  |  |  |  |
| Ambient Dust: Setup | 0.25 |  |  | Low | Moved: MS 6 | Wells |
|  |  |  |  |  |  |  |
| **TOTALS** | **132** | **164.4** | **0.80** |  |  |  |
|  |  |  |  |  |  |  |

Table 23: Sprint 5: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Weeks | 2.25 | 2.25 | 1 | High | Done | Weeks |
| SCRUM: Urko | 2.25 | 2.25 | 1 | High | Done | Urko |
| SCRUM: Skaggs | 2.25 | 2.25 | 1 | High | Done | Skaggs |
| SCRUM: Nachman | 2.25 | 2.25 | 1 | High | Done | Nachman |
| SCRUM: Ross | 2.25 | 2.25 | 1 | High | Done | Ross |
| SCRUM: Blessey | 2.25 | 2.25 | 1 | High | Done | Blessey |
| LEADS Scrum: Weeks | 2.25 | 2.25 | 1 | High | Done | Weeks |
| LEADS Scrum: Blessey | 2.25 | 2.25 | 1 | High | Done | Blessey |
| Milestone Day: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Milestone Day: Urko | 3 | 3 | 1 | High | Done | Urko |
| Milestone Day: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Milestone Day: Nachman | 3 | 3 | 1 | High | Done | Nachman |
| Milestone Day: Ross | 3 | 3 | 1 | High | Done | Ross |
| Milestone Day: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Lead LD Time | 0.75 | 1 | 0.75 | High | Done | Weeks |
| Game Designer Design Time | 1.5 | 3 | 0.5 | Med | Done | Blessey |
|  |  |  |  |  |  |  |
| **STREAMED LEVELS** |  |  |  |  |  |  |
| **Gardens** |  |  |  |  |  |  |
| Merge Gameplay sections | 11 |  |  | High |  |  |
| Weeks | 0 | 5.75 |  | High | Done | Weeks |
| Ross | 0 | 7.5 |  | High | Done | Ross |
| Nachman | 0 | 4.25 |  | High | Done | Nachman |
| Static Mesh: S1 | 8.25 | 8.25 |  | High | Done | Weeks |
| Static Mesh: S2 | 8.25 |  |  |  |  |  |
| Weeks |  | 5.5 |  | High | Done | Weeks |
| Nachman |  | 2.75 |  | High | Done | Nachman |
| Static Mesh: S3 | 8.25 |  |  |  |  |  |
| Weeks |  | 2.75 |  | High | Done | Weeks |
| Nachman |  | 5.5 |  | High | Done | Nachman |
| Static Mesh: S4 | 11 |  |  |  |  |  |
| Ross |  | 2.75 |  | High | Done | Ross |
| Urko |  | 2.75 |  | High | Done | Urko |
| Nachman |  | 5.5 |  | High | Done | Nachman |
| Weeks |  | 2.75 |  | High | Done | Weeks |
| Static Mesh: S5 | 10 |  |  |  |  |  |
| Nachman |  | 2.75 |  | High | Done | Nachman |
| Weeks |  | 7.25 |  | High | Done | Weeks |
| Urko |  | 2.75 |  | High | Done | Urko |
| Static Mesh: S6 | 10 |  |  |  |  |  |
| Ross |  | 17.75 |  | High | Done | Ross |
| Weeks |  | 2.75 |  | High | Done | Weeks |
| Static Mesh: Backgrounds 1 | 7.75 |  |  |  |  |  |
| Skaggs |  | 2.75 |  | High | Done | Skaggs |
| Weeks |  | 2.5 |  | High | Done | Weeks |
| Orsatti |  | 2.75 |  | High | Done | Orsatti |
| Static Mesh: Backgrounds 2 | 11 |  |  |  |  |  |
| Orsatti |  | 11 |  | High | Done | Orsatti |
| Static Mesh: Backgrounds 3 | 11 |  |  |  |  |  |
| Weeks |  | 5.5 |  | High | Done | Weeks |
| Collision Pass | 2.75 |  |  |  |  |  |
| Urko |  | 1.5 |  | High | Done | Urko |
| Nachman |  | 1 |  | High | Done | Nachman |
|  |  |  |  |  |  |  |
| **Cloister** |  |  |  |  |  |  |
| Section 6: Rework | 5.5 | 2.75 | 0.5 | High | Done | Urko |
| Section 8: Rework | 5.5 | 6.5 | 0.85 | High | Done | Urko |
| Collision 2nd Pass | 2.75 | 7.75 | 0.35 | High | Done | Urko |
| Lighting 2nd Pass | 5.5 | 0 | 0 | Med | CUT |  |
| Camera Pass | 5.5 | 8.75 | 0.63 | High | Done | Urko |
| Static Mesh: Backgrounds | 3 | 3 | 1 | Med | Done | Urko |
|  |  |  |  |  |  |  |
| **HUB** |  |  |  |  |  |  |
| Static Mesh Pass | 5.5 | 8.25 | 1 | High | Done | Skaggs |
| Lighting Pass | 5.5 | 8.25 | 1 | Med | Done | Skaggs |
| Door Placements (x2) | 2.75 | 2.75 | 1 | Med | Done | Skaggs |
| Camera Pass | 1.5 | 1.5 | 1 | Med | Done | Skaggs |
| Post Processing Volumes | 1.5 | 1.5 | 1 | Med | Done | Skaggs |
|  |  |  |  |  |  |  |
| **Narthex** |  |  |  |  |  |  |
| All sections Gameplay tweaks | 5.5 | 5.5 | 1 | High | Done | Blessey |
| Expand Puzzles: Pillbug/Snap. | 2.75 | 4 | 0.69 | High | Done | Blessey |
| Static Mesh Section 1 | 2 |  |  |  |  |  |
| Weeks |  | 1 |  | High | Done | Weeks |
| Static Mesh Section 2 | 2 |  |  |  |  |  |
| Blessey |  | 1 |  | High | Done | Blessey |
| Weeks |  | 1 |  | High | Done | Weeks |
| Static Mesh Section 3 | 2 |  |  |  |  |  |
| Weeks |  | 1 |  | High | Done | Weeks |
| Static Mesh Section 4 | 2 |  |  |  |  |  |
| Orsatti |  | 5.5 |  | High | Done | Orsatti |
| Weeks |  | 1 |  | High | Done | Weeks |
| Camera pass | 1.0 |  |  |  |  |  |
| Blessey |  | 1.5 |  | High | Done | Blessey |
| Urko |  | 2.5 |  | High | Done | Urko |
| Lighting 1st Pass | 1 | 1 | 1 | Med | Done | Blessey |
| Collision Pass | 2.75 | 1 |  | Med |  | Urko |
| Static Mesh: Backgrounds S1 | 2.5 |  |  | Med |  |  |
| Weeks |  | 1.25 |  | High | Done | Weeks |
| Orsatti |  | 1.5 |  | High | Done | Orsatti |
| Static Mesh: Backgrounds S2 | 2 |  |  |  |  |  |
| Blessey |  | 5.75 |  | High | Done | Blessey |
| Static Mesh: Backgrounds S3 | 2 |  |  |  |  |  |
| Blessey |  | 5 |  | High | Done | Blessey |
| Static Mesh: Backgrounds S4 | 2.5 |  |  |  |  |  |
| Blessey |  | 2.5 | 1 | Med | Done | Blessey |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Cloister Refactoring | 4.5 | 7.5 | 0.6 | Med | Done | Urko |
| Gardens: Door readjustment | 1 | 1 | 1 | Low | Done | Weeks |
| Gardens: Shards/Doors/Misc | 1.75 | 1.75 | 1 | Low | Done | Nachman |
| Gardens: Checkpoints | 2.25 | 2.25 | 1 | Med | Done | Urko |
| Hub: Polish/Testing | 4 | 4 | 1 | Med | Done | Skaggs |
|  |  |  |  |  |  |  |
| **HOURS ADDED DUE TO NEED** |  |  |  |  |  |  |
| QA Show Stopper Fixing | 1.5 | 1.5 | 1 | High | Done | Urko |
| Overall Bug Testing | 1.5 |  |  |  |  |  |
| Urko |  | 4.25 |  | Med | Done | Urko |
| Ross |  | 2.75 |  | Med | Done | Ross |
| Nachman |  | 5.5 |  | Med | Done | Nachman |
| Narthex: Playtest, fixing | 1.5 | 1.5 | 1 | Med | Done | Blessey |
| Gardens: S6 Matinee | 2.75 | 2.75 | 1 | Med | Done | Ross |
| Persistent Level Adjustments | 2.75 | 2.75 | 1 | Med | Done | Nachman |
| Vertex Paint Levels | 4 | 4 | 1 | Low | Done | Skaggs |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 4** |  |  |  |  |  |  |
| Level Functionality: Movers | 0 |  |  | Med | CUT |  |
| Level Functionality: Bulb | 0 |  |  | Med | CUT |  |
| Level Functionality: Pillbugs | 0 |  |  | Med | CUT |  |
|  |  |  |  |  |  |  |
| **TOTALS** | **203** | **290.75** | **0.70** |  |  |  |
|  |  |  |  |  |  |  |

Table 24: Sprint 5: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **SOUND FX** |  |  |  |  |  |  |
| New Sound / Music Research A | 3 |  |  | Low | Moved: MS 6 | Skaggs |
| New Sound / Music Research B | 2 |  |  | Low | Moved: MS 6 | Orsatti |
|  |  |  |  |  |  |  |
| **MUSIC** |  |  |  |  |  |  |
| Music Development | 3 |  |  | Low | Moved: MS 6 | Ross |
|  |  |  |  |  |  |  |
| **TOTALS** | **8** |  |  |  |  |  |
|  |  |  |  |  |  |  |

Table 25: Sprint 5: Sound Backlogs

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Orsatti | 2.25 | 2.25 | 1 | High | Done | Orsatti |
| LEADS Scrum: Orsatti | 2.25 | 2.25 | 1 | High | Done | Orsatti |
| Milestone Day: Orsatti | 3 | 3 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **ETC** |  |  |  |  |  |  |
| Scrum Board Creation | 4 | 4 | 1 | High | Done | Orsatti |
| Actuals Updated: Mondays | 2.5 | 2.25 | 1.11 | Med | Done | Orsatti |
| Actuals Updated: Tuesdays | 1 | 1 | 1 | Med | Done | Orsatti |
| Actuals Updated: Wednesdays | 1 | 1 | 1 | Med | Done | Orsatti |
| Actuals Updated: Fridays | 1 | 1 | 1 | Med | Done | Orsatti |
| Updating Backlogs/Actuals ADP | 3 | 6 | 2 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **20** | **22.75** | **0.88** |  |  |  |
|  |  |  |  |  |  |  |

Table 26: Sprint 5: Production Actuals

# Sprint 6: Arbor Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 6 | | |  |
|  | **Beta** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Nov 02, 2011 to Nov 18, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 33 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 66 | 66 |  |
|  | Art | 132 | 138.4 |  |
|  | Level Design | 203.5 | 213.5 |  |
|  | Sound | 2.75 | 7 |  |
|  | Production | 24.75 | 25.75 |  |
|  | TOTAL HOURS | 429 | 450.65 |  |
|  |  |  |  |  |

Figure 25: Sprint 6: Beta

|  |  |  |
| --- | --- | --- |
| **November 2 ~ November 18, 2011** | | |
| **Hours per team member:** | | **33** |
| Total Hours: | | + / - |
| Orsatti, Jason | 34.75 | +1.75 |
| Blessey, Grace | 34.5 | +1.5 |
| Weeks, Josh | 43.25 | +10.25 |
| Urko, Nick | 36.75 | +3.75 |
| Ross, Jaddua | 31 | -2 |
| Nachman, Al | 33 | 0 |
| Skaggs, David | 33 | 0 |
| Musante, Matt | 35.9 | +2.9 |
| Wells, Brian | 34 | +1 |
| DeCoster, David | 35.5 | +2.5 |
| Clonts, Adriana | 33 | 0 |
| Pope, Ben | 33 | 0 |
| Donnellan, Casey | 33 | 0 |

Figure 26: Sprint 6 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Pope | 1.75 | 1.75 | 1 | High | Done | Pope |
| SCRUM: Donnellan | 1.75 | 1.75 | 1 | High | Done | Donnellan |
| LEADS Scrum: Donnellan | 1.75 | 1.75 | 1 | High | Done | Donnellan |
| Milestone Day: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
| Milestone Day: Pope | 3 | 3 | 1 | High | Done | Pope |
| Campus Testing: Pope | 3 | 3 | 1 | High | Done | Pope |
| Campus Testing: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **UI-Menu** |  |  |  |  |  |  |
| Main Menu | 2.75 | 6.5 | 0.43 | High | Done | Pope |
| Pause Menu | 2.75 | 7.5 | 0.37 | High | Done | Pope |
| Graphics Options | 4 | 4.75 | 0.84 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **BUG FIXING** |  |  |  |  |  |  |
| Alpha Bug Fixing | 5 | 5.5 | 1 | Med | Done | Donnellan |
| Bug Fixing: Donnellan | 8.5 | 6.25 | 1.36 | High | Done | Donnellan |
| Bug Fixing: Pope | 10 | 3 | 3.33 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **INSTALLER** |  |  |  |  |  |  |
| Beta Installer | 1 | 1 | 1 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **MICS.** |  |  |  |  |  |  |
| Hub / Shard stuff | 5 | 5.5 | 0.91 | Med | Done | Pope |
| Performance Tuning: Donnellan | 1.5 |  |  | Med | CUT | Donnellan |
| Performance Tuning : Pope | 2.25 |  |  | Med | CUT | Pope |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 5** |  |  |  |  |  |  |
| Pickup/Throw Animation Refine | 3 | 6 | 0.5 | Med | Done | Donnellan |
| Votive: Vine Aesthetics | 0.5 |  |  | Low | CUT | Donnellan |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Votive Statues in HUB Scripting | 2.5 | 2.75 | 1 | Med | Done | Pope |
|  |  |  |  |  |  |  |
| **TOTALS** | **66** | **66** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 27: Sprint 6: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM Musante | 1.75 | 1.75 | 1 | High | Done | Musante |
| SCRUM Wells | 1.75 | 1.75 | 1 | High | Done | Wells |
| SCRUM Clonts | 1.75 | 1.75 | 1 | High | Done | Clonts |
| SCRUM DeCoster | 1.75 | 1.75 | 1 | High | Done | DeCoster |
| LEADS Scrum: Musante | 1.75 | 1.75 | 1 | High | Done | Musante |
| Milestone Day: Musante | 3 | 3 | 1 | High | Done | Musante |
| Milestone Day: Clonts | 3 | 3 | 1 | High | Done | Clonts |
| Milestone Day: Wells | 3 | 3 | 1 | High | Done | Wells |
| Milestone Day: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
| Campus Testing: Musante | 3 | 3 | 1 | High | Done | Musante |
| Campus Testing: Clonts | 3 | 3 | 1 | High | Done | Clonts |
| Campus Testing: Wells | 3 | 3 | 1 | High | Done | Wells |
| Campus Testing: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **CHARACTERS** |  |  |  |  |  |  |
| SnapDragon: Animation/Physics | 1.5 |  |  | Med | CUT | Musante |
| Votive: Alternate Votive Models | 0.5 | 0.5 | 1 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **ENVIORNMENTS** |  |  |  |  |  |  |
| Broken Urn: Variant Models 5x | 2 | 3 | 0.67 | Low | Done | Musante |
| Tapestries: non-tutorial | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Aqueduct Arch: Broken/Mirrored | 0.25 | 0.25 | 1 | High | Done | Wells |
| Dead Shrubs: Finished | 1.5 | 1.5 | 1 | High | Done | Clonts |
| Dirt Piles: Models | 2 | 1 | 2 | High | Done | Clonts |
| Single Bricks for Alternate Walls | 5 | 5 | 1.33 | Med | Done | Clonts |
|  |  |  |  |  |  |  |
| **PARTICLES** |  |  |  |  |  |  |
| Epic Spawn Tree: Materials | 0.5 | 0.5 | 1 | High | Done | Wells |
| Epic Spawn Tree: Setup | 0.25 | 1 | 0.25 | High | Done | Wells |
| Disintegrate Leaf: Materials | 0.5 | 0.5 | 1 | High | Done | Wells |
| Disintegrate Leaf: Setup | 0.25 | 0.25 | 1 | High | Done | Wells |
| Respawn Votive: Materials | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Respawn Votive: Setup | 0.25 | 0.75 | 0.33 | Med | Done | Wells |
| Bounce Leaf: Barrier Particle | 0.5 | 0.5 | 1 | High | Done | Wells |
| Small Dust Crumbles: Setup | 0.5 | 0.25 | 2 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **IMPORTANT PROPS** |  |  |  |  |  |  |
| Doors: 2 Extra Variants | 5 | 6.25 | 0.8 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **UI** |  |  |  |  |  |  |
| Menu: Additional Screens | 1 | 0.75 | 1.33 | High | Done | DeCoster |
| Menu: Polish Menu Level | 1 |  |  | High | CUT | DeCoster |
| Pause: Shard Icon | 0.5 | 0.5 | 1 | High | Done | DeCoster |
| Pause: Bulb Icon | 0.5 | 0.5 | 1 | High | Done | DeCoster |
| Pause: Fonts, Options, Etc. | 1.75 | 1 | 1.75 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **Polish/Optimization** |  |  |  |  |  |  |
| Detail Map: Vine Tangle Color Match | 1 | 0.25 | 4 | Med | Done | Clonts |
| Door: Fresnel Glow Polish | 1 | 0.5 | 2 | Med | Done | Musante |
| Door: Warp Gate Material | 2.5 | 4 | 0.625 | Low | Done | Musante |
| Door Symmetry Lines Defeated | 1 | 2 | 0.5 | Med | Done | DeCoster |
| Leaf: Emissive Kill when twigged | 0.5 |  |  | Med | CUT | Wells |
| Leaf: Material ~ Fade Black | 0.5 | 0.5 | 1 | Med | Done | Wells |
| Slug Splatter: Tone down Fx | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Texture Downsizing: Altar | 0.25 | 0.075 | 3.33 | Med | Done | Musante |
| Texture Downsizing: Rock Slab | 0.25 | 0.075 | 3.33 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **LEVEL DESIGN HELP** |  |  |  |  |  |  |
| Help With Lighting | 1 | 2 | 2 | High | Done | Well |
| Create Clutter Prefabs: DeCoster | 4 | 3.5 | 0.73 | Med | Done | Wells |
| Mesh Placement and Tweaking | 3 | 3 | 1 | High | Done | Wells |
| Vertex Paint Levels: DeCoster | 3 | 2 | 1.5 | High | Done | DeCoster |
| Dark Miasma Post Process Volume | 2 |  |  | High | CUT |  |
| Enforce Art Style | 1 | 2 | 0.5 | Med | Done | Musante |
|  |  |  |  |  |  |  |
| **MISC.** |  |  |  |  |  |  |
| Backlogged Screenshots for ADB |  |  |  |  |  |  |
| Clonts | 3 | 12.5 | 0.3 | High | Done | Clonts |
|  |  |  |  |  |  |  |
| Updating ADB |  |  |  |  |  |  |
| Musante | 3 |  |  | High | CUT | Musante |
| Wells | 3 |  |  | High | CUT | Wells |
| Clonts | 3 |  |  | High | CUT | Clonts |
| DeCoster | 3 | 2 | 1.5 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| Poster for Alpha Testing | 1 | 1 | 1 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **ADDED DUE TO SAVED TIME** |  |  |  |  |  |  |
| Muck Splash Particle | 1.5 | 1.5 | 1 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Create Clutter / Light: Wells | 4 | 5.5 | 0.73 | Med | Done | Wells |
| Controls Menu | 5.5 | 6 | 0.92 | Med | Done | DeCoster |
| Credits Menu | 5.5 | 6.75 | 0.71 | Med | Done | DeCoster |
| Play Testing: Clonts | 2.75 | 2.75 | 1 | Med | Done | Clonts |
| Sacred Soil re-build/texture | 2.75 | 3 |  | High | Done | Wells |
| Create Clutter / Light: Musante | 2.75 | 5 |  | Med | Done | Musante |
| Mesh Placement and Tweaking | 4.25 | 9 |  | High | Done | Musante |
|  |  |  |  |  |  |  |
| **ADDED FROM MILESTONE 5** |  |  |  |  |  |  |
| Milestone 6: Backlogs | 2.75 | 2.75 | 1 | High | Done | Musante |
| Vines Material | 0.25 | 0.25 | 1 | High | Done | Clonts |
| Sludge Alphas Texture | 1.5 | 1.5 | 1 | Med | Done | Clonts |
| Sludge Alphas Materials | 0.5 | 0.5 | 1 | Med | Done | Clonts |
| Ancestor Wetness FX | 1.25 |  |  | High | CUT | Musante |
| Detail Maps |  |  |  |  |  |  |
| Crack Texture: Proper Diffuse | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Crack Texture: Proper Normal | 0.25 | 0.25 | 1 | Med | Done | Wells |
| Particles: Ambient Dust Setup | 0.25 | 0.25 | 1 | Low | Done | Wells |
|  |  |  |  |  |  |  |
| **TOTALS** | **132** | **138.4** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 28: Sprint 6: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Weeks | 1.75 | 1.75 | 1 | High | Done | Weeks |
| SCRUM: Urko | 1.75 | 1.75 | 1 | High | Done | Urko |
| SCRUM: Skaggs | 1.75 | 1.75 | 1 | High | Done | Skaggs |
| SCRUM: Nachman | 1.75 | 1.75 | 1 | High | Done | Nachman |
| SCRUM: Ross | 1.75 | 1.75 | 1 | High | Done | Ross |
| SCRUM: Blessey | 1.75 | 1.75 | 1 | High | Done | Blessey |
| LEADS Scrum: Weeks | 1.75 | 1.75 | 1 | High | Done | Weeks |
| LEADS Scrum: Blessey | 1.75 | 1.75 | 1 | High | Done | Blessey |
| Milestone Day: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Milestone Day: Urko | 3 | 3 | 1 | High | Done | Urko |
| Milestone Day: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Milestone Day: Nachman | 3 | 3 | 1 | High | Done | Nachman |
| Milestone Day: Ross | 3 | 3 | 1 | High | Done | Ross |
| Milestone Day: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Campus Testing: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Campus Testing: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Campus Testing: Urko | 3 | 3 | 1 | High | Done | Urko |
| Campus Testing: Ross | 3 | 3 | 1 | High | Done | Ross |
| Campus Testing: Nachman | 3 | 3 | 1 | High | Done | Nachman |
| Campus Testing: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Lead LD Time | 2.25 | 2.25 | 1 | High | Done | Weeks |
| Game Designer Design Time | 3 | 3 | 1 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **BUG TESTING** |  |  |  |  |  |  |
| Narthex |  |  |  |  |  |  |
| Weeks | 2.75 | 2.75 | 1 | High | Done | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Ross | 2.75 | 4.25 | 1 | High | Done | Ross |
|  |  |  |  |  |  |  |
| Cloister |  |  |  |  |  |  |
| Weeks | 2.75 | 3.75 | 1 | High | Done | Weeks |
| Skaggs | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Nachman | 5.5 | 5.5 | 1 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| Gardens |  |  |  |  |  |  |
| Weeks | 5.5 | 7.5 | 1 | High | Done | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 5.5 | 5.5 | 1 | High | Done | Skaggs |
| Ross | 5.5 | 7 | 0.85 | High | Done | Ross |
| Nachman | 5.5 | 3.75 | 1.47 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| Blessey Play Testing | 2.75 | 2 | 1.38 | Med | Done | Blessey |
| Orsatti Play Testing | 2.75 | 2.75 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **Visual Polish** |  |  |  |  |  |  |
| Narthex |  |  |  |  |  |  |
| Weeks | 2.75 | 2.75 | 1 | High | Done | Weeks |
| Skaggs | 5.5 | 5.5 | 1 | High | Done | Skaggs |
|  |  |  |  |  |  |  |
| Cloister |  |  |  |  |  |  |
| Weeks | 2.75 | 3.5 | 0.79 | High | Done | Weeks |
| Urko | 2.75 | 4.75 | 0.58 | High | Done | Urko |
| Skaggs | 2.75 | 2 | 1.38 | High | Done | Skaggs |
| Nachman | 2.75 | 2.75 | 1 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| Gardens |  |  |  |  |  |  |
| Weeks | 2.75 | 3.5 | 1 | High | Done | Weeks |
| Urko | 5.5 | 4.25 | 1.29 | High | Done | Urko |
| Ross | 5.5 | 8.75 | 0.67 | High | Done | Ross |
| Nachman | 5.5 | 6.5 | 0.85 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| Orsatti Polish | 2.75 | 2.75 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **CINEMATICS** |  |  |  |  |  |  |
| Opening | 3.75 | 7.75 | 0.79 | High | Done | Blessey |
| Ending | 5.5 | 2.75 | 0.5 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **PREFABS** |  |  |  |  |  |  |
| New Soil Prefab (bulb feedback) | 3 | 3 | 1 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Cloister Clutter | 2.75 | 2.75 | 1 | Med | Done | Urko |
| Cloister Visual | 2.75 | 2.75 | 1 | Med | Done | Urko |
| Gardens/Temple Doors, Votives | 3.75 | 3.75 | 1 | Med | Done | Week |
| Gardens Vertex painting | 4 | 2.75 | 1.45 | Med | Done | Ross |
| Dark Miasma Post Process Volume | 2.75 | 1.25 | 2.2 | Med | Done | Weeks |
| Overall Bug testing: Urko | 5.5 | 6.25 | 0.88 | Med | Done | Urko |
| Overall Bug testing: Nachman | 5.5 | 4 | 1.38 | Med | Done | Nachman |
| Overall Bug testing: Skaggs | 5.5 | 4 | 1.38 | Med | Done | Skaggs |
| Win Condition: 1st Pass | 2.75 | 1 | 2.75 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **MISC.** |  |  |  |  |  |  |
| Misc. Mesh Placement: Weeks | 2 | 2.75 | 0.72 | High | Done | Weeks |
| Misc. Mesh Placement: Urko | 1 | 2.75 | 2.75 | High | Done | Urko |
| Misc. Mesh Placement: Ross | 0.5 | 0.5 | 1 | High | Done | Ross |
| Misc. Mesh Placement: Nachman | 0.5 | 2.75 | 0.18 | High | Done | Nachman |
| Misc. Mesh Placement: Skaggs | 0.5 | 2.75 | 0.18 | High | Done | Skaggs |
| Misc. Mesh Placement: Orsatti | 2.75 | 2 | 1.38 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **203.5** | **213.5** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 29: Sprint 6: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **ADDED FROM MILESTONE 5** |  |  |  |  |  |  |
| New Sound / Music Research A | 2.75 | 5.5 | 0.73 | High | Done | Blessey |
| New Sound / Music Research B | 0 |  |  |  | CUT |  |
| Music Development | 0 |  |  |  | CUT |  |
|  |  |  |  |  |  |  |
| **HOURS ADDED DUE TO NEED** |  |  |  |  |  |  |
| Sound / Music cue research | 0 | 1.5 | 0 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **2.75** | **7** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 30: Sprint 6: Sound Actuals

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Orsatti | 1.75 | 1.75 | 1 | High | Done | Orsatti |
| LEADS Scrum: Orsatti | 1.75 | 1.75 | 1 | High | Done | Orsatti |
| Campus Testing: Orsatti | 3 | 3 | 1 | High | Done | Orsatti |
| Milestone Day: Orsatti | 3 | 3 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **MANAGEMENT** |  |  |  |  |  |  |
| Scrum Board Creation | 4 | 4 | 1 | High | Done | Orsatti |
| Actuals: Mondays | 1 | 1 | 1 | High | Done | Orsatti |
| Actuals: Tuesdays | 1 | 1 | 1 | High | Done | Orsatti |
| Actuals: Wednesdays | 2.75 | 3.75 | 1 | High | Done | Orsatti |
| Actuals: Fridays | 1 | 1 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **DOCUMENTATION** |  |  |  |  |  |  |
| Sprint 6 Backlogs | 5.5 | 5.5 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **24.75** | **25.75** | **1** |  |  |  |
|  |  |  |  |  |  |  |

Table 31: Sprint 6: Production Actuals

# Sprint 7: Arbor Actuals

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint 7 | | |  |
|  | **RTM** | | |  |
|  | **Actuals** | | |  |
|  |  |  |  |  |
|  | Nov 19, 2011 to Dec 02, 2011 | | |  |
|  |  |  |  |  |
|  | Available Hours: 24 per person | | |  |
|  |  |  |  |  |
|  |  | Estimated Hours | Actual Hours |  |
|  | Programming | 48 | 48 |  |
|  | Art | 96 | 102.5 |  |
|  | Level Design | 142 | 152 |  |
|  | Sound | 2 | 1.5 |  |
|  | Production | 24 | 24.5 |  |
|  | TOTAL HOURS | 312 | 328.5 |  |
|  |  |  |  |  |

Figure 27: Sprint 7: RTM

|  |  |  |
| --- | --- | --- |
| **November 19 ~ December 02, 2011** | | |
| **Hours per team member:** | | **24** |
| Total Hours: | | + / - |
| Orsatti, Jason | 24.5 | +0.5 |
| Blessey, Grace | 25 | +1 |
| Weeks, Josh | 25 | +1 |
| Urko, Nick | 24.75 | +0.75 |
| Ross, Jaddua | 24 | 0 |
| Nachman, Al | 30.75 | +6.75 |
| Skaggs, David | 24 | 0 |
| Musante, Matt | 25.5 | +1.5 |
| Wells, Brian | 24.5 | +0.5 |
| DeCoster, David | 28 | +4 |
| Clonts, Adriana | 24.5 | +0.5 |
| Pope, Ben | 24 | 0 |
| Donnellan, Casey | 24 | 0 |

Figure 28: Sprint 7 Hours Summary

#### PROGRAMMING

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Pope | 1.5 | 1.5 | 1 | High | Done | Pope |
| SCRUM: Donnellan | 1.5 | 1.5 | 1 | High | Done | Donnellan |
| LEADS Scrum: Donnellan | 1.5 | 1.5 | 1 | High | Done | Donnellan |
| Milestone Day: Donnellan | 3 | 3 | 1 | High | Done | Donnellan |
| Milestone Day: Pope | 3 | 3 | 1 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **UI-MENU** |  |  |  |  |  |  |
| Master Volume UI | 2.75 | 2 | 1.38 | Med | Done | Donnellan |
| Keyboard Controls | 2.75 | 2 | 1.38 | Low | Done | Donnellan |
| Pause Screen | 5.5 | 5.5 | 1 | High | Done | Pope |
| Main Menu | 0 |  |  |  |  |  |
| Pope | 2.75 | 8.25 | 0.13 | High | Done | Pope |
| Donnellan | 2.75 | 2.75 | 1 | High | Done | Donnellan |
| 360 Controller: Force feedback | 2.75 | 3.5 | 0.79 | Low | Done | Pope |
|  |  |  |  |  |  |  |
| **BUG FIXING** |  |  |  |  |  |  |
| Bug Fixing: Donnellan | 5.5 | 3 | 1.83 | High | Done | Donnellan |
| Bug Fixing: Pope | 5.5 | 2.25 | 2.44 | High | Done | Pope |
|  |  |  |  |  |  |  |
| **INSTALLER** |  |  |  |  |  |  |
| Final RTM Installer | 2.75 | 2.75 | 1 | High | Done | Donnellan |
|  |  |  |  |  |  |  |
| **MICS** |  |  |  |  |  |  |
| Votive Footsteps | 0.5 | 0.5 | 1 | Med | Done | Donnellan |
| Splash Sounds | 0.25 | 0.25 | 1 | Med | Done | Donnellan |
| Quality Assurance | 2.75 | 2.75 | 1 | Med | Done | Donnellan |
| Snapdragon Fed | 1 | 2 | 0.5 | Med | Done | Donnellan |
|  |  |  |  |  |  |  |
| **TOTALS** | **48** | **48** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 32: Sprint 7: Programming Actuals

#### ART

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM Musante | 1.5 | 1.5 | 1 | High | Done | Musante |
| SCRUM Wells | 1.5 | 1.5 | 1 | High | Done | Wells |
| SCRUM Clonts | 1.5 | 1.5 | 1 | High | Done | Clonts |
| SCRUM DeCoster | 1.5 | 1.5 | 1 | High | Done | DeCoster |
| LEADS Scrum: Musante | 1.5 | 1.5 | 1 | High | Done | Musante |
| Milestone Day: Musante | 3 | 3 | 1 | High | Done | Musante |
| Milestone Day: Clonts | 3 | 3 | 1 | High | Done | Clonts |
| Milestone Day: Wells | 3 | 3 | 1 | High | Done | Wells |
| Milestone Day: DeCoster | 3 | 3 | 1 | High | Done | DeCoster |
| Art Meetings: Musante | 1.5 | 1.5 | 1 | High | Done | Musante |
| Art Meetings: Clonts | 0.5 | 0.5 | 1 | High | Done | Clonts |
| Art Meetings: Wells | 0.5 | 0.5 | 1 | High | Done | Wells |
| Art Meetings: DeCoster | 0.5 | 0.5 | 1 | High | Done | DeCoster |
|  |  |  |  |  |  |  |
| **PAPERWORK** |  |  |  |  |  |  |
| Update Asset Database |  |  |  |  |  |  |
| Musante | 3 |  |  | Med | CUT | Musante |
| Wells | 3 |  |  | Med | CUT | Wells |
| Clonts | 4.5 |  |  | Med | CUT | Clonts |
| DeCoster | 2.75 | 2.75 | 1 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Additional ADB Pictures | 2.75 | 2.75 | 1 | Med | Done | Clonts |
| Update ASG | 5 |  |  | High | CUT | Musante |
|  |  |  |  |  |  |  |
| **MARKETING MATERIALS** |  |  |  |  |  |  |
| Poster | 5 | 4 | 1.25 | High | Done | Wells |
| Front Box Art | 0.25 | 0.25 | 1 | High | Done | Wells |
| Back Box Art | 1 | 2 | 0.5 | High | Done | Clonts |
| Instruction Manual | 5 |  |  | High | CUT | DeCoster |
| Splash Screen (loading Arbor) | 0.25 | 0.25 | 1 | High | Done | Wells |
| CD Cover | 3 | 2 | 1.5 | High | Done | Clonts |
|  |  |  |  |  |  |  |
| **LEVEL DESIGN HELP** |  |  |  |  |  |  |
| Level Aesthetic Polish |  |  |  |  |  |  |
| Musante | 5.5 | 14.75 | 0.37 | Med | Done | Musante |
| Wells | 5.5 | 7.5 | 0.73 | Med | Done | Wells |
| Clonts | 5.5 | 9.5 | 0.58 | Med | Done | Clonts |
| DeCoster | 5.5 | 20.25 | 0.27 | Med | Done | DeCoster |
|  |  |  |  |  |  |  |
| Lighting Tweaks |  |  |  |  |  |  |
| DeCoster | 2.5 |  |  | Med | CUT | DeCoster |
| Wells | 1 |  |  | Med | CUT | Wells |
|  |  |  |  |  |  |  |
| **MISC.** |  |  |  |  |  |  |
| Backlogging ADB Screenshots |  |  |  |  |  |  |
| Musante | 3 |  |  | High | CUT | Musante |
| Wells | 3 | 2.75 | 1 | High | Done | Wells |
| Clonts | 3 | 3.25 | 0.92 | High | Done | Clonts |
| DeCoster | 3 |  |  | High | CUT | DeCoster |
|  |  |  |  |  |  |  |
| **ADDED DUE TO NEED** |  |  |  |  |  |  |
| Snapdragon Deactivate Particle | 0 | 3 | 0 | High | Done | Wells |
| Re-fixed Warpgate | 0 | 0.25 | 0 | Med | Done | Wells |
| Re-lit temple | 0 | 0.5 | 0 | Med | Done | Wells |
| Fixed Cloister art bugs | 0 | 0.5 | 0 | Med | Done | Wells |
| Mask Tapestries for Gold | 0 | 0.5 | 0 | Med | Done | Wells |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Snapdragon Material Editing | 0 | 0.5 | 0 | High | Done | Musante |
| Re-adjusting Tapestries | 0 | 2.75 | 0 | High | Done | Musante |
|  |  |  |  |  |  |  |
| **TOTALS** | **96** | **102.5** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 33: Sprint 7: Art Actuals

#### LEVEL DESIGN

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Weeks | 1.5 | 1.5 | 1 | High | Done | Weeks |
| SCRUM: Urko | 1.5 | 1.5 | 1 | High | Done | Urko |
| SCRUM: Skaggs | 1.5 | 1.5 | 1 | High | Done | Skaggs |
| SCRUM: Nachman | 1.5 | 1.5 | 1 | High | Done | Nachman |
| SCRUM: Ross | 1.5 | 1.5 | 1 | High | Done | Ross |
| SCRUM: Blessey | 1.5 | 1.5 | 1 | High | Done | Blessey |
| LEADS Scrum: Weeks | 1.5 | 1.5 | 1 | High | Done | Weeks |
| LEADS Scrum: Blessey | 1.5 | 1.5 | 1 | High | Done | Blessey |
| Milestone Day: Weeks | 3 | 3 | 1 | High | Done | Weeks |
| Milestone Day: Urko | 3 | 3 | 1 | High | Done | Urko |
| Milestone Day: Skaggs | 3 | 3 | 1 | High | Done | Skaggs |
| Milestone Day: Nachman | 3 | 3 | 1 | High | Done | Nachman |
| Milestone Day: Ross | 3 | 3 | 1 | High | Done | Ross |
| Milestone Day: Blessey | 3 | 3 | 1 | High | Done | Blessey |
| Lead LD Time | 1.5 | 1.5 | 1 | High | Done | Weeks |
| Game Designer Design Time | 1 | 1 | 1 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **BUG TESTING** |  |  |  |  |  |  |
| Narthex |  |  |  |  |  |  |
| Weeks | 2.75 | 2.75 | 1 | High | Done | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 2.75 | 5.5 | 1 | High | Done | Skaggs |
| Ross | 2.75 | 5.5 | 1 | High | Done | Ross |
| Nachman | 2.75 |  |  | High | CUT | Nachman |
|  |  |  |  |  |  |  |
| Cloister |  |  |  |  |  |  |
| Weeks | 2.75 | 2.75 | 1 | High | Done | Weeks |
| Urko | 2.75 | 3.75 | 0.73 | High | Done | Urko |
| Skaggs | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Ross | 2.75 | 2.75 | 1 | High | Done | Ross |
| Nachman | 2.75 |  |  | High | CUT | Nachman |
|  |  |  |  |  |  |  |
| Gardens |  |  |  |  |  |  |
| Weeks | 2.75 | 2.75 | 1 | High | Done | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 2.75 | 5.5 | 1 | High | Done | Skaggs |
| Ross | 2.75 |  |  | High | CUT | Ross |
| Nachman | 2.75 |  |  | High | CUT | Nachman |
|  |  |  |  |  |  |  |
| **Visual Polish** |  |  |  |  |  |  |
| Narthex |  |  |  |  |  |  |
| Weeks | 2.75 |  |  | High | CUT | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Ross | 2.75 |  |  | High | CUT | Ross |
| Nachman | 2.75 | 2.75 | 1 | High | Done | Nachman |
|  |  |  |  |  |  |  |
| Cloister |  |  |  |  |  |  |
| Weeks | 2.75 | 1 | 2.75 | High | Done | Weeks |
| Urko | 2.75 | 2.75 | 1 | High | Done | Urko |
| Skaggs | 2.75 | 2.75 | 1 | High | Done | Skaggs |
| Ross | 2.75 | 2.75 | 1 | High | Done | Ross |
| Nachman | 2.75 |  |  | High | CUT | Nachman |
|  |  |  |  |  |  |  |
| Gardens |  |  |  |  |  |  |
| Weeks | 2.75 | 1 | 2.75 | High | Done | Weeks |
| Urko | 2.75 |  |  | High | CUT | Urko |
| Skaggs | 2.75 |  |  | High | CUT | Skaggs |
| Ross | 2.75 | 5.5 | 0.5 | High | Done | Ross |
| Nachman | 2.75 |  |  | High | CUT | Nachman |
|  |  |  |  |  |  |  |
| **STREAMED LEVEL WORK** |  |  |  |  |  |  |
| Hub |  |  |  |  |  |  |
| Votive Statue System Work | 3 | 3 | 1 | Med | Done | Weeks |
|  |  |  |  |  |  |  |
| Gardens |  |  |  |  |  |  |
| Section 6 work: Ross | 3 | 3 | 1 | Med | Done | Weeks |
|  |  |  |  |  |  |  |
| **CINEMATICS** |  |  |  |  |  |  |
| Credits | 4 | 5.25 | 1.29 | High | Done | Blessey |
| Ending | 4 | 7 | 0.57 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **DOCUMENTATION** |  |  |  |  |  |  |
| Level Screenshots: Nachman | 3 | 18 | .16 | High | Done | Nachman |
| Level Screenshots: Skaggs | 3 |  |  | High | CUT | Skaggs |
| Game Design Doc Revision | 4 | 1.25 | 1 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **MISC.** |  |  |  |  |  |  |
| Fixing Hallowed Soil | 3 | 3 | 1 | Med | Done | Blessey |
|  |  |  |  |  |  |  |
| **REALLOCATED HOURS** |  |  |  |  |  |  |
| Credits & Website | 0 | 3 | 1 | Low | Done | Ross |
| Level Design Doc. | 0 | 5.5 | 1 | High | Done | Nachman |
| Overall Bug Fixing: Weeks | 0 | 1.25 | 1 | High | Done | Weeks |
| Overall Bug Fixing: Urko | 0 | 5.5 | 1 | High | Done | Urko |
| Overall Bug Fixing: Skaggs | 0 | 0.25 | 1 | High | Done | Skaggs |
|  |  |  |  |  |  |  |
| **TOTALS** | **142** | **152** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 34: Sprint 7: Level Design Actuals

#### SOUND

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **ADDED FROM MILESTONE 5** |  |  |  |  |  |  |
| Sounds and Music | 2 | 1.5 | 1.33 | High | Done | Blessey |
|  |  |  |  |  |  |  |
| **TOTALS** | **2** | **1.5** | **1.33** |  |  |  |
|  |  |  |  |  |  |  |

Table 35: Sprint 7: Sound Actuals

#### PRODUCTION

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Tasks & Assets** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
| **MEETINGS** |  |  |  |  |  |  |
| SCRUM: Orsatti | 1.5 | 1.5 | 1 | High | Done | Orsatti |
| LEADS Scrum: Orsatti | 1.5 | 1.5 | 1 | High | Done | Orsatti |
| Milestone Day: Orsatti | 3 | 3 | 1 | Med | Done | Orsatti |
|  |  |  |  |  |  |  |
| **MANAGEMENT** |  |  |  |  |  |  |
| Scrum Board Creation | 5.5 | 4.5 | 1 | High | Done | Orsatti |
| Actuals: Mondays | 1.5 | 1.5 | 1 | High | Done | Orsatti |
| Actuals: Tuesdays | 1.5 | 1.5 | 1 | High | Done | Orsatti |
| Actuals: Wednesdays | 3.5 | 3 | 1 | High | Done | Orsatti |
| Actuals: Fridays | 1.5 | 1.5 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **DOCUMENTATION** |  |  |  |  |  |  |
| Sprint 7 Backlogs | 1.75 | 2 | 0.86 | High | Done | Orsatti |
| ADP Updating | 1.75 | 1.75 | 1 | High | Done | Orsatti |
| ADB Updating | 1 |  |  | High | CUT | Orsatti |
|  |  |  |  |  |  |  |
| **ADDED BUG-FIXING** |  |  |  |  |  |  |
| Overall Bug Fixing: Orsatti | 0 | 2.75 | 1 | High | Done | Orsatti |
|  |  |  |  |  |  |  |
| **TOTALS** | **24** | **24.5** |  |  |  |  |
|  |  |  |  |  |  |  |

Table 36: Sprint 7: Production Actuals