

Retrospective Report

Sprint 3: Vertical Slice

8/30/2014 – 9/12/2014

EscarGO!

1. Release Overview

Vertical Slice milestone was the third sprint in the project. The purpose of Vertical Slice is to have a portion of the game to final quality. However, the art department does not have the resources to bring a portion of the level to final quality. Instead, the department brought game's guns and characters to final quality.

The purpose of the Retrospective Report is to describe in detail the specific activities that were most effective and those that need adjustments prior to the sprint. A goal of the document is to inform future sprint teams of the obstacles encountered during this release. Sprint #3 began on 7/16 and went through 8/29. In that time the team was on vacation from 7/16-8/16, however, some team members worked over vacation.

Sprint 3 was the first sprint in production. The goal was to implement finalized portions of our game to give the team a vision of the game to be. It contains:

- No BSP, all level is mesh
- Placeholder clutter and environment assets allowed
- Menus fully functional (placeholder art allowed)
- Hosting Lobby functional
- First Pass Audio
- Second Pass Particles
- Two character sets done (not including audio)
 - Fully textured and Art lead approved
 - Both character sets in game
- Two Weapons complete
 - Fully textured and Art lead approved
 - Final particles for guns
 - First pass audio for guns complete
- 2nd Pass HUD – includes:
 - Placeholder visuals
 - All effects implemented but not final state (e.g. Beacon for the flag carrier)
- All updates for ammo/flag functional

2. Sprint Actuals

Sprint	# Hours Available Per Person	Total # Hours in Sprint
Total	30	120

Developer	# Hours Worked	Task Breakdowns
Laura Brothers	.5	Pick-Ups First Pass
	10	2nd Pass HUD
	6	Scrum, status reports and documentation VS
Evan Kohn	16	Menus First Pass
	.5	Weapons Final
	.5	Character Final
	2.5	2nd Pass HUD
	.5	2nd Pass Particles
	.5	First Pass Audio
	6	Scrum, status reports and documentation VS
Jason Leary	58.05	Placeholder Art
	.5	Weapons Final
	3.25	Pick-Ups First Pass
	16.5	Level Design
	6	Scrum, status reports and documentation VS
Matt Worrell	1	Placeholder Art
	9	2nd Pass Particles
	3	First Pass Audio
	9	Level Design
	9	Scrum, status reports and documentation VS
Total	164.8	143.35

3. Release Quality Statistics

Sprint	# Playtest Hours	# Defects Found/Fixed
POCTech – Sprint 1		
POCGameplay – Sprint 2	3	5/4
Vertical Slice– Sprint 3	6	5/3
Alpha – Sprint 4		
Beta – Sprint 5		
Total	9	10/8

Defects found

Defects	Status
Game crashes with 5 players	Solved
Light maps on modular pieces were not working correctly	Solved
Icer splash does not work on all surfaces	Solved
Purple flash at the end of gun particles	Unsolved
Bugs with capturing, waypoint icons not correct color	Unsolved

4. Process Review

4.1 Processes that were most effective for the sprint

# of Votes	Things Done Well
4	Communication with core team was excellent
2	Great Professor feedback
4	Prioritizing task on scrum board really helped

4.2 Processes that had a negative effect on the sprint

# of Votes	Need Improvement
4	Establishing asset units to art team
4	Conducting more playtest
4	Utilizing Scrum boards more effectively

5. Action Items

Below are the action items we will immediately put into place to improve our next sprint:

Action Items

Let art lead know immediately when asset is in rather than the end of the sprint.

Establish assets units with art team early

Schedule more playtest times

6. Variances

Sprint	Est Hrs.	Act Hrs.	Variance	% Variance
Release 1.0 – Sprint 1	120	120	0	0%
Release 1.0 – Sprint2	120	130	10	8%
Release 1.0 – Sprint 3	143.35	164.8	21.45	15%
Release 1.0 – Sprint 4				%
Release 1.0 – Sprint 5				%
Averages			10.5	7.67%

Sprint	Reason for Variance
Release 1.0 – Sprint 1	N/A
Release 1.0 – Sprint2	Late implementation led to last minute work
Release 1.0 – Sprint 3	Work over vacation led to many extra hours
Release 1.0 – Sprint 4	
Release 1.0 – Sprint 5	