

Asset & Development Plan

People’s Choice

Version 4.0

|  |  |  |
| --- | --- | --- |
| **Position Title** | **Name** | **Signature** |
| Producer | Chris McCrimmons |  |
| Game Designer | Evan Skarin |  |
| Lead Artist | Will Cockerham |  |
| Artist | Derek Moss |  |
| Lead Level Designer | Terrence Cronin |  |
| Level Designer | John Bevis |  |
| Level Designer | Wayland Fong |  |
| Level Designer | Chasen Herriott |  |
| Level Designer | Leland Smith |  |
| Lead Programmer | Eddie Lee |  |
| Programmer | Hieu “Tony” Nguyen |  |
| Programmer | Xiang Tian |  |
| Contract Artist | Isaac Rapport | N/A |

**Document Revisions Table**

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| 1.0 | Initial Document | Professor Petersen | 7/12/2010 |
| 2.0 | Revised Based on Feedback from Professor Petersen | Professor Stringer | 8/25/2010 |
| 3.0 | Replaced old team picture with current, fixed up text in team statement, fixed up personal goals text, added Leads Meeting description, updated responsibilities, | Professor Stringer | 10/7/2010 |
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# Culture Statement



Figure 1: From Left to Right  
Eddie Lee, Chris McCrimmons, Terrence Cronin, Xiang Tian, Derek Moss, Will Cockerham, Wayland Fong, John Bevis,  
Evan Skarin, Leland Smith, Chasen Herriott, and Hieu “Tony” Nguyen

Game development requires exceptional teams composed of exceptional people producing exceptional content. People’s Choice exemplifies those qualities to the fullest. As developers, we stand united in a commitment to excellence and a drive to succeed against all odds.

Each member of our team is valued and respected not only for their work output, but also for their worth as a person. The close, intimate development space creates a familiar atmosphere where friendships as well as working relationships develop. People’s Choice knows how to have a good time while producing an innovative, challenging game design.

As a young, talented team, People’s Choice knows that hard work and dedication are necessary to create something truly special. We intend to make it happen by bringing together the best of Art Creation, Level Design, and Software Development. Our collective experience as developers guides us throughout every step as we move into the most challenging phase of our young careers. We have the strength and will to persevere burning deeply in our cores and are buoyed by the knowledge that our teammates are there to support us whenever we might falter.

# Team Contract

## Individual Goals

### Chris McCrimmons

* Lead a team of dedicated, high-achievers to produce an award-winning game.
* Develop abilities as a game development leader in a larger production environment.
* Build team commitment to a strong production plan and process that will eliminate the need for unscheduled “crunch” time.

### Evan Skarin

* Continue to work on maintaining cool when the going gets tough with the team or conversations become abrasive.
* Create an environment for everyone to take ownership of the game.  As the game designer, my ideal situation is to have the majority of my vision intact while still allowing others to infuse their ideas into the game design.  Ultimately, this will create a stronger game experience overall as everyone takes ownership in designing the game and thus feels more empowered to work on the game.
* Successfully filter all ideas and create a cohesive vision.  Achieving this goal will be measured by the level of understanding everyone on the team has for the game design as well as creating a great gameplay experience.  If this game is fun to play then I feel like this goal is met.

### Will Cockerham

* Spectacular particles.
* Good overall design.
* Have fun.

### Derek Moss

* Work smart.
* Eat smart.
* Enjoy work.

### Terrence Cronin

* Develop social skills by dealing with lots of people with various backgrounds and skills.
* Develop my managerial skills by working with a diverse and talented group of professional designers.
* Learn about beat driven design and how it can be incorporated into other mediums and play types.

### John Bevis

* Produce (awesome) levels in keeping with game vision.
* Provide support to other disciplines if necessary.
* Contribute to good team morale.

### Wayland Fong

* Learn how to work creatively within someone else's design.
* Design a level that teaches the core mechanics of the game.
* Make an awesome game.

### Chasen Herriott

* Create new and innovative rhythm-based platforming designs.
* Contribute to a productive work atmosphere that abhors and defies crunch.
* Add a differentiating piece to my portfolio.

### Leland Smith

* Develop gameplay that is driven by Level Design.
* Make a game with unique and interesting mechanics.
* Be a productive and useful member of the development team.

### Eddie Lee

* Lead the team to develop clean, maintainable code.
* Provide functionality to level designers to steamline the iteration process.
* Motivate the software team to develop a great game!

### Hieu “Tony” Nguyen

* Good communication with the team.
* Great creative work, with my own work and with the team.
* Awesome time management to balance TGP life with other lives.

### Xiang Tian

* Learn sound programming, both in UDK and FMOD.
* Learn how to utilize UDK engine to develop a 2.5D game and develop my scripting skill in UDK.
* Work with people to make a great game.

## Team Goals

Bring together individual strengths and skills to produce a polished 2.5D rhythm platformer video game (under a challenging schedule!)

* Meet all milestones on time
* Maintain an open, inviting, and respectful team culture focused on success
* Create a visually compelling, synesthetic experience
* Push the boundaries of platforming by skillfully incorporating rhythm-based gameplay
* Polish the final product to a professional level

## Team Contact Database

Each team member agrees to check his e-mail and phone a minimum of 3 times daily Monday – Saturday at the beginning, middle and end of the day.

|  |  |  |
| --- | --- | --- |
| **Name** | **E-mail Address** | **Phone Number** |
| Chris McCrimmons | [redacted] | [redacted] |
| Evan Skarin | [redacted] | [redacted] |
| Will Cockerham | [redacted] | [redacted] |
| Derek Moss | [redacted] | [redacted] |
| Terrence Cronin | [redacted] | [redacted] |
| John Bevis | [redacted] | [redacted] |
| Wayland Fong | [redacted] | [redacted] |
| Chasen Herriott | [redacted] | [redacted] |
| Leland Smith | [redacted] | [redacted] |
| Eddie Lee | [redacted] | [redacted] |
| Hieu “Tony” Nguyen | [redacted] | [redacted] |
| Xiang Tian | [redacted] | [redacted] |
| Contract Artist: Tuan Tran | [redacted] | [redacted] |

Figure 2: Team Contact Info

## Schedule of Meetings

### Mod A: August 16, 2010 to October 4, 2010

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** |
| **TGP** | **N/A** | **TGP/Core Hours** | **Core Hours** | **N/A** | **N/A** |
| Start: 2PM | N/A | Start (Session 1): 9:30AM  Start (Session 2): 2PM | Start: 9:30AM | N/A | N/A |
| End: 5PM | N/A | End (Session 1): 12:30AM  End (Session 2): 5PM | End: 12:30PM | N/A | N/A |
| **3 Hours** | **0 Hours** | **6 Hours** | **3 Hours** | **0 Hours** | **0 Hours** |

Figure 3: Mod A Core Hours and Meeting Times

### Mob B: October 18, 2010 to December 1, 2010

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** |
| **TGP/Core Hours** | **N/A** | **TGP/Core Hours** | **N/A** | **N/A** | **N/A** |
| Start (Session 1): 9:30AM  Start (Session 2): 2PM | N/A | Start (Session 1): 9:30AM  Start (Session 2): 2PM | N/A | N/A | N/A |
| End (Session 1): 12:30AM  End (Session 2): 5PM | N/A | End (Session 1): 12:30AM  End (Session 2): 5PM | N/A | N/A | N/A |
| **6 Hours** | **0 Hours** | **6 Hours** | **0 Hours** | **0 Hours** | **0 Hours** |

Figure 4: Mod B Core Hours and Meeting Times

## Decision-Making Mechanisms

Daily Scrum – daily project status meeting

1. This daily meeting starts on time 5 minutes after the commencement of each TGP Class or Core Hours
2. All are welcome, but only team members can speak
3. All Team members stand up in a semi-circle around the scrum board
4. The Scrum Master asks three questions to each team member in turn
   1. What have you done since last Scrum?
   2. What will you do this Scrum?
   3. Do you foresee any problems?
5. The meeting is time-boxed to 10 minutes

Leads Meeting

1. This meeting starts Monday and Wednesday (Session 2) after the Daily Scrum
2. All leads attend and stakeholders as needed
3. Attendees meet in the back corner of the pit
4. Producer takes notes on decisions made at the meeting
5. The meeting is time-boxed to 15-20 minutes

Game Design Meeting

1. This meeting starts as needed after the Daily Scrum
2. All are welcome, but only team members and leads that are affected should attend
3. Attendees meet where they have access to a whiteboard and a test computer
4. Game Designer takes notes and updates the documents
5. The meeting is time-boxed to 15-30 minutes

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 be improved in the next sprint?

Sprint Planning Meeting – planning meeting for next Sprint

1. Select what work is to be done based on updated Product Backlog via stakeholder feedback
2. Prepare the Sprint Backlog that details the time it will take to do that work with the entire team

## Project Tracking Mechanisms

Scrum Boards – the physical space dedicated to display of project tasks and their tracking

Sprint Backlog – document containing 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 to be 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

Art Style Guide – contractual document containing visual art reference for the digital art asset to be created for the project as well as guidelines for use of tools to create the custom assets

Concept Art Folder – Folder containing concepts for in-game assets that artists use as a guideline for creating final assets

Technical Design Document – contractual document containing a description of the software product to give overall guidance of the engine architecture as well as guidelines for use of 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 Assets



Figure 5: Art Asset Approval Process

#### Level Assets



Figure 6: Level Design Asset Approval Process

#### Software Assets



Figure 7: Software Asset Approval Process

#### Sound & Music Assets



Figure 8: Sound & Music Asset Approval Process

## Personnel Assessment Mechanisms

Team Dynamics Peer Review Site – use the Daily Scrums and Sprint Review to complete peer evaluations and self-evaluations at the end of every Sprint at tgp.stringersites.com by 11 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. |

## Team Expectations

1. Demonstrate a realistic understanding of my 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. Attend all whole team meetings and individual department meetings
14. Commit to actual work during core hours.
15. Check e-mail and phone a minimum of 3 times Monday – Saturday at the beginning, middle and end of the day.
16. Be honest, considerate and respectful.
17. Hold realistic expectations of self and other team members.
18. Maintain open lines of communication with all team members.
19. Voice opinions clearly.
20. Work competently and concisely toward team goals.
21. Provide appropriate, constructive, objective feedback.
22. Do not confuse professional opinion with personal.
23. Always be open-minded towards change.
24. Pay attention during meetings and classes so that everyone is on the same page.
25. Ask those in your immediate area if eating your meal in the area will bother them.
26. If not everyone can agree on music, then use headphones.
27. Maintain a level of humor appropriate to other’s sensitivities.
28. Shower.

# Roles and Responsibilities

|  |  |
| --- | --- |
| **Producer** |  |
| Chris McCrimmons | * Lead team meetings – Scrum Master * Lead team presentations * Create planning documents and keep them current   + Asset Development Plan     - Project Backlog     - Spring Backlogs   + Asset Database * Gather tasks for milestones * Create Scrum board for Production * Approve assets * Check tasks against plan * Maintain major team goals * Mitigate major team risks * Finds and implements sound and music * Writes script for dialogue * Casts and records actors * Create test plan and manage testing sessions |
| **Game Designer** |  |
| Evan Skarin | * Lead game design meetings * Create Game Design document and keep it current * Play game daily and record results, changes, and issues * Lead creation of overall gameplay design * Ensure commitment from team to overall design * Give feedback on design * Check tasks against plan * Maintain major design goals * Mitigate major design risks * Finds and implements sound and music * Create Scrum board for ound * Writes script for story sequences * Create test plan and manage testing sessions * Lead Scrum of Scrums 2 – game design meeting |

Figure 9: Producer & Game Designer Responsibilities

|  |  |
| --- | --- |
| **Lead Artist** |  |
| Will Cockerham | * Lead art team meetings * Create Art Style Guide and keep it current * Gather art tasks for milestones * Create Scrum board for Art * Approve all art assets * Check art tasks against plan * Maintain major art goals * Mitigate major art risks * Maintain the overall aesthetic style * Review levels for lighting and placement of assets * Maintain visual consistency between assets * Create mockups and concepts |
| **Artist** |  |
| Derek Moss | * Create art and communicate art style * Review art before going into game * Create Marketing materials for game (box, docs & trailer) * Follow Art Asset Documentation * Create Character model, textures, animations * Help create environment assets |
| **Contract Artists** |  |
| Isaac Rapport | * Create art and communicate art style * Review art before going into game * Create Marketing materials for game (box, docs & trailer) * Follow Art Asset Documentation * Create environmental art assets (static and skeletal mesh) |

Figure 10: Art Team Responsibilities

|  |  |
| --- | --- |
| **Lead Level Designer** |  |
| Terrence Cronin | * Lead level design meetings * Maintain level design documents and keep them consistent * Create and maintain consistent metrics * Create template for level design * Gather level design tasks for milestones * Create Scrum board for Level Design * Approve levels and level design assets * Check level design tasks against plan * Maintain major level design goals * Mitigate major level design risks * Keep aware of technical level design issues & find solutions for team to use |
| **Level Designer** |  |
| Wayland Fong | * 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) * Create Level Design doc for Level 1 according to LLD docs * Follow Level Design Documents (LDDs) * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality |
| **Level Designer** |  |
| John Bevis | * 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 * Create Level Design doc for Level 2 according to LLD docs * Follow Level Design Documents (LDDs) * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality |

Figure 11: Level Design Team Responsibilities -1-

|  |  |
| --- | --- |
| **Level Designer** |  |
| Leland Smith | * 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) * Create Level Design doc for Level 4 according to LLD docs * Follow Level Design Documents (LDDs) * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality |
| **Level Designer** |  |
| Chasen Herriott | * 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) * Create Level Design doc for Level 3 according to LLD docs * Follow Level Design Documents (LDDs) * Clearly implement “core game play” in levels * Maintain a design vision to maximize quality |

Figure 12: Level Design Team Responsibilities -2-

|  |  |
| --- | --- |
| **Lead Programmer** |  |
| Eddie Lee | * Lead programmer meetings * Create and maintains Technical Design Document * Gather tasks for milestones * Create Scrum board for Software * Check software tasks against plan * Approve source code * Build master – approves current build of game * Maintain major team goals * Mitigate major team risks * Create test plan and manage testing sessions * Codes framework for game engine and coordinates tasks to other programmers * Creates build and installer * Keep aware of technical issues & find solutions for team to use * Coordinates with level designers and artists to streamline asset development |
| **Programmer** |  |
| Xiang Tian | * Codes game components as directed by lead programmer * Follow Technical Design Documentation * Keep aware of technical issues & find solutions for team to use * Handles animations and camera implementations * Codes level design components such as launch pads and level-specific barrels |
| **Programmer** |  |
| Tony Nyugen | * Codes game components as directed by lead programmer * Follow Technical Design Documentation * Keep aware of technical issues & find solutions for team to use * Codes the dll bind plugin for FMOD subsystem integration * Codes level design components such as platforms * Handle music and rhythm integration with game logic |

Figure 13: Software Team Responsibilities

# Deconstruction



Figure 14: Core Mechanic Deconstruction

# Milestones



Figure 15: Milestone Overview - Based on TGP Class Days

## Nomenclature

### Level Design

#### Whitebox

* World made out of flat representational textured BSP
* All gameplay relevant bsp and static meshes
* Essential, relevant geometry that determines where a player can go and can't go
* No detail work necessary
  + Detail work includes trim, non-gameplay related mesh placement, shippable quality texture placement and alignment
* All gameplay relevant scripting functional
* Visibility lighting – Light is sourced (if needed), light changes are scripted but not final
* Start - to - finish (Critical Path)
* Gameplay tested to be functional

#### Shippable

* All bsp and meshes properly placed in world
* Texture Pass insuring correct alignment and representation of object being textured
* All scripting fully functional, including Matinee
  + Minor Bugs
* Good lighting pass on entire level
  + Lightmass volumes are tweaked to approximate settings
  + Lights that animate must animate
  + Color and intensity is approximate
* Gamplay tested to be functional and visually assessed.

#### Final Quality

* All meshes and bsp work to final refined state, both functional and visual.
* Textures are fully aligned and at final state of quality
* Scripting is both fully functional and contains no bugs
* Lighting is complete and maintains necessary function and visual quality
  + Lightmaps are set to their final resolution (2 -4)
  + Lightmass volumes are tweaked to final settings
  + All animation on lights final quality
    - On time
    - Fully functional
    - To Visual quality
* Gameplay tested and visual quality gets final approval

### Art

#### Mock-Up

* Environmental Mesh
  + Correct tri count
  + Stress test
  + Basic dimensions
  + Flat texture
    - Correct pixel ratio
  + File size
  + Naming convention
* BSP textures
  + Basic flat texture
  + Correct pixel ratio
  + File size
  + Naming convention
* Particle
  + Flat mockup texture
  + Default emitter
* Skeletal meshes - character
  + 1 or 2 bones
  + Proper naming convention

#### Shippable Quality

* Representational of final assets
  + Shape
  + Size
  + Texture
* May not adhere to tech specs
* May not adhere to art style
* May not meet quality bar

#### Final Quality

* Adheres to all technical specs
* Adheres to art style
* Adheres to quality bar in ASG

## Sprint 2: Proof of Gameplay – September 1, 2010

### Art

* Sky Mock Up
* Forest Mock Up
* Field Mock Up
* Space Mock Up
* Low Poly Character Mesh Hope
* Med Poly Character Mesh Hope
* High Poly Character Mesh Hope
* Low Poly Character Unwrap Hope
* Low Poly Character Texture Hope

### Level Design

* Forest Level
  + Interactive Layer
    - Whitebox Geometry Area01 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 1
    - Whitebox Geometry Area03 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 3
    - Script Portal Area01 to Area02
    - Script Portal Area02 to Area03
    - Script Platforms Area01 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 1
    - Script Platforms Area03 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 3
    - Matinee/Script transition geometry from Synesthetic Level 1 to 2
    - Matinee/Script transition geometry from Synesthetic Level 2 to 3
* Field Level
  + Interactive Layer
    - Whitebox Geometry Area01 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 1
    - Whitebox Geometry Area03 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 3
    - Script Portal Area01 to Area02
    - Script Portal Area02 to Area03
    - Script Platforms Area01 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 1
    - Script Platforms Area03 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 3
    - Matinee/Script transition geometry from Synesthetic Level 1 to 2
    - Matinee/Script transition geometry from Synesthetic Level 2 to 3
* Sky Level
  + Interactive Layer
    - Whitebox Geometry Area01 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 1
    - Whitebox Geometry Area03 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 3
    - Script Portal Area01 to Area02
    - Script Portal Area02 to Area03
    - Script Platforms Area01 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 1
    - Script Platforms Area03 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 3
    - Matinee/Script transition geometry from Synesthetic Level 1 to 2
    - Matinee/Script transition geometry from Synesthetic Level 2 to 3
* Space Level
  + Interactive Layer
    - Whitebox Geometry Area01 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 1
    - Whitebox Geometry Area02 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 1
    - Whitebox Geometry Area03 Synesthetic Level 2
    - Whitebox Geometry Area03 Synesthetic Level 3
    - Script Portal Area01 to Area02
    - Script Portal Area02 to Area03
    - Script Platforms Area01 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 1
    - Script Platforms Area02 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 1
    - Script Platforms Area03 Synesthetic Level 2
    - Script Platforms Area03 Synesthetic Level 3
    - Matinee/Script transition geometry from Synesthetic Level 1 to 2
    - Matinee/Script transition geometry from Synesthetic Level 2 to 3

### Software

* Core Framework Setup
* Beat detection logic
* Jumping on beat detection
* Jumping emits particles
* Double Jump mechanic
* Kismet beat detection events
* Platforms change material from beat
* HUD Element: Synth bar whitebox
* Updating HUD Synth bar based on performance
* Dynamic Sound Plays depends on performance
* Launch Pads Initial implementation
* Tweaking Character gravity to confirm to metrics
* Orthographic Camera
* Character Movement Along Two Axes
* Fmod Research
* Fmod Plugin Coding
* Fmod Integration to Unrealscript
* Fmod Beat Handling
* Fmod Integration with UDK Editor
* Kismet event fired on loop restart
* Basic Xbox Controller Integration
* Jump Pad Integration
* Jump Pad Trailing Particle Effects
* Fmod Initialization and Deinit
* Integrate all mechanics with tech demo level
* Create dummy player with default animations
* Create PlayController with basic movements
* Trailing Particles Generic
* Burst Particles Generic
* Fmod Dynamic Sound Layers
* Fmod Static Sound Layers
* Integrating Music's Metrics into game logic
* Song loop detection, events and integration
* Vertical Platforms
* Horizontal Platforms
* Confirm integration of all tech into editor
* Polish for Proof of Gameplay
* Bug testing

### Sound

* Audio Soundscapes
* Player jump / running sounds (on-beat and off-beat)

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 3: Interim Milestone – September 15, 2010

### Art

* Sky Level Animated Bird Mesh
* High Poly Character Texture
* Med Poly Character Unwrap Hope
* High Poly Character Unwrap Hope
* Sky Level Stationary Platform Cloud Mesh
* Sky Level Moving Platform Plane Mesh
* Sky Level Moving Platform VTOL Plane Mesh
* Sky Level Dissapearing Platform Rainbow Mesh
* Sky Level Rotating Platform Thin Cloud Mesh
* Sky Level Cloud Platform Material
* Sky Level Plane Material
* Sky Level VTOL Plane Material
* Sky Level Rainbow Platform Material
* Sky Level Thin Cloud Platform Material
* Sky Level Skybox

### Level Design

* Forest Level
  + Geo Adjustment
  + Terrain
  + Mesh Placement, Foreground
  + Mesh Placement, Background
  + Script Lighting
  + Script Skydome
  + Bug Testing
* Field Level
  + Swap in placeholder platforms
  + Whitebox Deco Synesthetic Level 1
  + Whitebox Deco Synesthetic Level 2
  + Whitebox Deco Synesthetic Level 3
  + Terrain Incorporation
  + Gameplay Tuning
  + Skydome Whitebox
* Sky Level
  + Whitebox foreground/background, Syn Level 01
  + Whitebox foreground/background, Syn Level 02
  + Whitebox foreground/background, Syn Level 03
  + Whitebox Terrain Implementation
  + Gameplay tweaks
  + Skybox Syn Changes
  + Syn Level light changes
  + Swap in placeholder platforms
  + Imported Platforms and added Collision
  + Implemented "barrier" platform test
  + Importing Art Assets
* Space Level
  + Whitebox Deco Synesthetic Level 1
  + Whitebox Deco Synesthetic Level 2
  + Whitebox Deco Synesthetic Level 3
  + Skydome Whitebox
  + Terrain
  + Script Transitions
  + Replace Statics
  + Fix Space Art Assets in ADB

### Software

* Basic Character Animations Framework
* Basic Character LOD-1 Integration
* Basic Character LOD-2 Integration
* Basic Character LOD-3 Integration
* Basic Character Animation Integration with Synth Bar
* Wall Jump Research
* Wall Jump Implementation
* Wall Jump Beat Detection
* Wall Jump Particle Effects Integration
* Camera Orthographic View Change Based on Beat
* Scoring System Framework
* Scoring System basic implementation
* Chaining Jumps Research
* Chaining Jumps On Unsynthesized platforms
* Post-Processing Shader Synth Level-0 Research
* Post-Processing Shader Synth Level-0 Implementation
* Post-Processing Shader Synth Level-0 Integration
* Post-Processing Shader Synth Level-1 Research
* Post-Processing Shader Synth Level-1 Implementation
* Post-Processing Shader Synth Level-1 Integration
* Post-Processing Shader Synth Level-2 Research
* Post-Processing Shader Synth Level-2 Implementation
* Post-Processing Shader Synth Level-2 Integration
* Post-Processing transitions

### Sound

* *No Deliverables*

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 4: Vertical Slice – October 4, 2010

### Art

* Solid Air Portal "On" Particle
* Jetstream Particle
* Fix up windmill cloud and jetstream
* Fix up synth particle
* Low Poly Character Rig
* High Poly Character Rig
* Character Run Animation
* Character Idle Animation
* Character Jump Animation
* Character Slide Animation
* Character Technical Issues
* Texture Tweak Hope Low and High Quality
* Create Rainbow Asset
* Create Hot Air Balloon Asset
* Terrain Material Creation
* Create SM\_Sky\_Rockwall\_Plat Mesh
* Create M\_sky\_Rockwall\_Plat Material
* BSP Textures - Ground
* Sky Level Bird Vector Material
* Sky Level Windmill Vector Material
* Exporting Planes Mesh
* Sky Flowers (Synesthetic Reward) Material + Mesh
* Sky Flowers (Synesthetic Reward)
* General Jump Particle
* General Jump Particle Material
* Documentation
* Asset Database
* Sky Jump Particle Syn Level 1 Material
* Sky Jump Particle Syn Level 2 Material
* Sky Jump Particle Syn Level 3 Material
* Sky Jump Particle Syn Level 1
* Sky Jump Particle Syn Level 2
* Sky Jump Particle Syn Level 3
* Rainbow Dust

### Level Design

* Sky Level(VERTICAL SLICE)
  + Tweak Gameplay 7
  + BSP Changes
  + Placing pickups
  + Skybox
  + Tweak Gameplay 1
  + Tweak Gameplay 2
  + Tweak Gameplay 3
  + Tweak Gameplay 4
  + Tweak Gameplay 5
  + Tweak Gameplay 6
  + Import cloud and ground materials
  + Script synesthetic transition windmills
  + Matinee Windmills 1
  + Matinee Windmills 2
  + Rainbow Dust
  + Place hot air balloon
  + Matinee hot air balloons 1
  + Matinee hot air balloons 2
  + Terrain Improvement 1
  + Terrain Improvement 2
  + Terrain Improvement 3
  + Place birds
  + Place Rainbows
  + Place Windmills
  + Import Hot Air Balloon
  + Delete Excess props from Geo\_FB
  + Place Hot Air Balloons
  + Script synesthetic transition hot air balloons
  + Matinee hot air balloons 1
  + Matinee hot air balloons 2
  + Matinee Rainbows 1
  + Matinee Windmills 1
  + Matinee Windmills 2
  + Synesthetic Lighting
  + Detail Lighting
  + Sunset Lighting
  + Script the Skybox
  + Matinee Rainbows 1
  + Import cloud and ground materials
  + Script synesthetic transition hot air balloons
  + Script synesthetic transition windmills
  + Add streaming levels for terrain and each deco asset
  + Import vector assets (Materials & Planes)
  + Script synesthetic transition birds
  + Script synesthetic transition rainbows
  + Matinee birds 1
  + Matinee birds 2
  + Matinee birds 3

### Software

* HUD White Line Beat
* Camera Ray-casting
* Score System
* HUD Implement Synth bar
* HUD Score Feedback
* HUD Combo Feedback
* Meetings
* Documentation
* Ray-Cast Bug-Fix
* Sounds Addition - Level Up
* Particle Integration
* Bug fixing
* End Level Screen
* Installer
* Guildhall Splash page
* team name splash page
* game title splash page
* main menu
* shader lvl 2, 1st pass
* shader lvl 3, 1st pass
* post-proc transitions
* shader lvl 2, 2nd pass
* shader lvl 3, 2nd pass
* integrate hope models
* integrate animations
* slide animation
* jump animation
* idle animation
* run animation
* sound effects for animations: sliding
* dust particle effect on feet when sliding

### Sound

* *No Deliverables*

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 5: Alpha – November 1, 2010

### Art

* Forest Branch Platform Static Mesh 64x
* Forest Branch Platform Static Mesh 128x
* Forest Branch Platform Static Mesh 256x
* Space Comet Platform Material 64x
* Space Comet Platform Material 128x
* Space Comet Platform Material 256x
* Space Nebula Platform Material 64x
* Space Nebula Platform Material 128x
* Space Nebula Platform Material 256x
* Space Asteroid Platform Material 64x
* Space Asteroid Platform Material 128x
* Space Asteroid Platform Material 256x
* Forest Treetop Platform Static Mesh 64x
* Forest Treetop Platform Static Mesh 128x
* Forest Treetop Platform Static Mesh 256x
* Forest Leaf Platform Static Mesh 64x
* Forest Leaf Platform Static Mesh 128x
* Forest Leaf Platform Static Mesh 256x
* Forest Branch Platform Material 64x
* Forest Branch Platform Material 128x
* Forest Branch Platform Material 256x
* Forest Treetop Platform Material 64x
* Forest Treetop Platform Material 128x
* Forest Treetop Platform Material 256x
* Forest Leaf Platform Material 64x
* Forest Leaf Platform Material 128x
* Forest Leaf Platform Material 256x
* Field Fence Platform Static Mesh 64x
* Field Fence Platform Static Mesh 128x
* Field Fence Platform Static Mesh 256x
* Field Fence Platform Material 64x
* Field Fence Platform Material 128x
* Field Fence Platform Material 256x
* Space Spacestation Platform Static Mesh 64
* Space Spacestation Platform Static Mesh 128x
* Space Spacestation Platform Static Mesh 256x
* Space Comet Platform Static Mesh 64x
* Space Comet Platform Static Mesh 128x
* Space Comet Platform Static Mesh 256x
* Space Nebula Platform Static Mesh 64x
* Space Nebula Platform Static Mesh 128x
* Space Nebula Platform Static Mesh 256x
* Space Asteroid Platform Static Mesh 64x
* Space Asteroid Platform Static Mesh 128x
* Space Asteroid Platform Static Mesh 256x
* Space Spacestation Platform Material 64x
* Space Spacestation Platform Material 128x
* Space Spacestation Platform Material 256x
* Forest Portal Platform Vine Material
* Forest Portal Platform Vine Particle
* Field Portal Platform Dust Dune Material
* Field Portal Platform Dust Dune Particle
* Space Portal Platform Planetary Ring Materal
* Space Portal Platform Planetary Ring Particle
* Forest Fireflies Vector Material
* Forest Waterfall Particle
* Forest Waterfall Particle Material
* Field Barn Vector Material
* Field Dandelions Particle
* Field Dandelions Particle Material
* Field Sunflower Vector Material
* Space Planet Vector Material
* Space Nebula Vector Material
* Space Galaxy Vector Material
* Space Spacestation Vector Material
* Field Vector Daisies Material
* Forest River Vector Material
* Field Butterflies Vector Material
* Field Grass Vector Material
* Forest BSP 1
* Forest BSP 2
* Forest BSP 3
* Forest Terrain 1
* Forest Terrain 2
* Field BSP 1
* Field BSP 2
* Field BSP 3
* Field Terrain 1
* Field Terrain 2
* Space BSP 1
* Space BSP 2
* Space BSP 3
* Space Terrain 1
* Space Terrain 2

### Level Design

* Forest Level
  + Shippable Geometry & Platform Placement
  + Shippable Plaform Movement
  + Functional Trees Transition (Level 1)
  + Functional Mushrooms Transition (Level 2)
  + Functional Fireflies Tranition (Level 3)
  + Shippable Skybox Transitions
  + Shippable Lighting Transitions
  + Functional Terrain
  + Bug Fixes
* Field Level
  + Shippable Geometry
  + Shippable Portals
  + Shippable Script Platforms
  + Shippable Placement Vector Butterflies
  + Shippable Placement Vector Cattails
  + Shippable Placement Vector Grass
  + Shippable Placement Vector Windmill
  + Shippable Matinee/Script transition Vector Butterflies
  + Shippable Matinee/Script transition Vector Cattails
  + Shippable Matinee/Script transition Vector Grass
  + Shippable Matinee/Script transition Vector Windmill
  + Shippable Terrain Improvement
  + Major bug Fixes v 1
  + Shippable Lighting
* Space Level
  + Shippable Geometry
  + Shippable Script Platforms
  + Shippable Script Portal Area01 to Area02
  + Shippable Script Portal Area02 to Area03
  + Place Vector Planets
  + Place Vector Galaxies
  + Place Vector Nebulae
  + Space Station
  + Mock-up matinee/transition scripting for vector assets
  + Major bug Fixes v 1
  + Playtesting
* Import Art Assets Level 1
* Import Art Assets Level 2
* Import Art Assets Level 4
* Create Mock Up Assets Level 1
* Create Mock Up Assets Level 2
* Create Mock Up Assets Level 4
* Level 3 Scripting Changes

### Software

* Installer
* Main Menu, Alpha
* Splash Screens, Alpha
* Final Screen, Alpha
* Pause Screen, Alpha
* Bug Fixing
* Polish
* Level End Screen Framework
* Level End Screen Impl
* HUD Art integration
* Bug Testing
* Documentation
* Meetings
* Polish for Milestone
* Playtesting Tweaks
* Bug Fixes
* Polish Shaders
* integrate animations
* integrate particles&characters
* level transitions(1)
* level transitions(2)
* loading screen(1)
* loading screen(2)
* trailing particles for protagonist on max synth level(1)
* trailing particles for protagonist on max synth level(2)
* bug fix animation blending(1)
* bug fix animation blending(2)

### Sound

* *No Deliverables*

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 6: Beta – November 22, 2010

### Art

* Field Sky Box
* Space Asteroid Belt Particle
* Space Asteroid Belt Particle Material
* Forest Sky Box
* Poster
* Banner
* Forest Branch Platform Static Mesh 64x Polish
* Forest Branch Platform Static Mesh 128x Polish
* Forest Branch Platform Static Mesh 256x Polish
* Space Comet Platform Material 64x Polish
* Space Comet Platform Material 128x Polish
* Space Comet Platform Material 256x Polish
* Space Nebula Platform Material 64x Polish
* Space Nebula Platform Material 128x Polish
* Space Nebula Platform Material 256x Polish
* Space Asteroid Platform Material 64x Polish
* Space Asteroid Platform Material 128x Polish
* Space Asteroid Platform Material 256x Polish
* Forest Treetop Platform Static Mesh 64x Polish
* Forest Treetop Platform Static Mesh 128x Polish
* Forest Treetop Platform Static Mesh 256x Polish
* Forest Leaf Platform Static Mesh 64x Polish
* Forest Leaf Platform Static Mesh 128x Polish
* Forest Leaf Platform Static Mesh 256x Polish
* Forest Branch Platform Material 64x Polish
* Forest Branch Platform Material 128x Polish
* Forest Branch Platform Material 256x Polish
* Forest Treetop Platform Material 64x Polish
* Forest Treetop Platform Material 128x Polish
* Forest Treetop Platform Material 256x Polish
* Forest Leaf Platform Material 64x Polish
* Forest Leaf Platform Material 128x Polish
* Forest Leaf Platform Material 256x Polish
* Field Fence Platform Static Mesh 64x Polish
* Field Fence Platform Static Mesh 128x Polish
* Field Fence Platform Static Mesh 256x Polish
* Field Fence Platform Material 64x Polish
* Field Fence Platform Material 128x Polish
* Field Fence Platform Material 256x Polish
* Space Spacestation Platform Static Mesh 64x Polish
* Space Spacestation Platform Static Mesh 128x Polish
* Space Spacestation Platform Static Mesh 256x Polish
* Space Comet Platform Static Mesh 64x Polish
* Space Comet Platform Static Mesh 128x Polish
* Space Comet Platform Static Mesh 256x Polish
* Space Nebula Platform Static Mesh 64x Polish
* Space Nebula Platform Static Mesh 128x Polish
* Space Nebula Platform Static Mesh 256x Polish
* Space Asteroid Platform Static Mesh 64x Polish
* Space Asteroid Platform Static Mesh 128x Polish
* Space Asteroid Platform Static Mesh 256x Polish
* Space Spacestation Platform Material 64x Polish
* Space Spacestation Platform Material 128x Polish
* Space Spacestation Platform Material 256x Polish
* Sky Cloud Platform 64x Polish
* Sky Cloud Platform 128x Polish
* Sky Cloud Platform 256x Polish
* Sky Plane Platform 64x Polish
* Sky Plane Platform 128x Polish
* Sky Plane Platform 256x Polish
* Sky VTOL Plane Platform 64x Polish
* Sky VTOL Plane Platform 128x Polish
* Sky VTOL Plane Platform 256x Polish
* Sky Rock Platform 64x Polish
* Sky Rock Platform 128x Polish
* Sky Rock Platform 256x Polish
* Sky Dissapearing Cloud Platform 64x Polish
* Sky Dissapearing Cloud Platform 128x Polish
* Sky Dissapearing Cloud Platform 256x Polish
* Sky Cloud Material 64x Polish
* Sky Cloud Material 128x Polish
* Sky Cloud Material 256x Polish
* Sky Plane Material 64x Polish
* Sky Plane Material 128x Polish
* Sky Plane Material 256x Polish
* Sky VTOL Material Platform 64x Polish
* Sky VTOL Material Platform 128x Polish
* Sky VTOL Material Platform 256x Polish
* Sky Rock Material 64x Polish
* Sky Rock Material 128x Polish
* Sky Rock Material 256x Polish
* Sky Dissapearing Material Platform 64x Polish
* Sky Dissapearing Material Platform 128x Polish
* Sky Dissapearing Material Platform 256x Polish
* Forest BSP 1 Polish
* Forest BSP 2 Polish
* Forest BSP 3 Polish
* Forest Terrain 1 Polish
* Forest Terrain 2 Polish
* Field BSP 1 Polish
* Field BSP 2 Polish
* Field BSP 3 Polish
* Field Terrain 1 Polish
* Field Terrain 2 Polish
* Space BSP 1 Polish
* Space BSP 2 Polish
* Space BSP 3 Polish
* Space Terrain 1 Polish
* Space Terrain 2 Polish

### Level Design

* Forest Level
  + Final Geometry & Platform Placement
  + Final Platform Movement
  + Shippable Trees Transition (Level 1)
  + Shippable Mushrooms Transition (Level 2)
  + Shippable Fireflies Transition (Level 3)
  + Polished Lighting Transitions
  + Polished Skybox Transitions
  + Shippable Terrain
  + Bug Fixes
* Field Level
  + Shippable Geometry
  + Shippable Implementation of Skybox
  + Shippable Lighting Synesthetic all levels
  + Shippable Matinee/Script transition Vector Butterflies
  + Shippable Matinee/Script transition Vector Cattails
  + Shippable Matinee/Script transition Vector Grass
  + Shippable Matinee/Script transition Vector Windmills
  + Major bug Fixes v 1
  + Minor bug Fixes v 1
* Space Level
  + Final Geometry
  + Final Script Platforms
  + Final Script Portal Area01 to Area02
  + Final Script Portal Area02 to Area03
  + Matinee Vector Planets
  + Matinee Vector Galaxies
  + Matinee Vector Nebulae
  + Matinee Space Stations
  + Major bug Fixes v 2
  + Playtesting
* Script Vector Assets Level 1
* Script Vector Assets Level 2
* Script Vector Assets Level 4
* Matinee Vector Assets Level 1
* Matinee Vector Assets Level 2
* Matinee Vector Assets Level 4
* Polish visuals level 3

### Software

* Installer
* Main Menu, Beta
* Splash Screens, Beta
* Final Screen, Beta
* Pause Screen, Beta
* Meetings
* Documentation
* Bug Fixes
* Polish for Milestone
* Bug Testing
* Polish All Art integration
* Playtesting Tweaks
* Test On Multiple Computers
* Make Video IGF
* polish ui(1)
* polish ui(2)
* polish general
* polish character animation(1)
* polish character animation(2)
* polish character animation(3)
* bug fix mechanic
* bug fix animation
* bug fix other

### Sound

* *No Deliverables*

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 7: RTM – December 1, 2010

### Art

* Poster
* Banner
* Manual
* DVD Case
* DVD Label
* Trailer

### Level Design

* Forest Level
  + Polished Trees Transition (Level 1)
  + Polished Mushrooms Transition (Level 2)
  + Polished Fireflies Tranition (Level 3)
  + Polished Terrain
  + Bug Fixes
* Field Level
  + Final Geometry
  + Final Script Portal Platforms
  + Final Script Platforms
  + Final Matinee/Script Vector Transitions
  + Final Lighting
* Space Level
  + Fix Bugs
  + Polish Matinees
  + Polish Scripting
* Final Matinee Tweaks Level 1
* Final Matinee Tweaks Level 2
* Final Matinee Tweaks Level 4
* Final Visual Polish Level 3

### Software

* Installer
* Polish
* Bug Fixes
* Finalize Documentation
* Build Final Disc
* Aggregate all assets
* Final Polishing Before Release
* bug fix general(1)
* bug fix general(2)
* documentation(1)
* documentation(2)
* cover,manual,disk etc

### Sound

* *No Deliverables*

### Production

* Weekly DVD backups
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results

## Sprint 8: Documentation/Post-Mortem – December 13, 2010

### Production

* Weekly DVD backup
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Backlog Actuals
* Playtest Results
* DVD Case Contents
* Instruction Manual Contents
* Archival Disc
* Trailer
* 30 Bit-Accurate Master Disc Copies

# Product Backlog

|  |
| --- |
| Placeholder hero runs, jumps, and double-jumps according to design metrics |
| Placeholder hero wall-jumps |
| 2D side-view camera |
| 3D environment: All base BSP for gameplay areas (Level 01 - Level 04) and representative statics affecting gameplay (gameplay statics created as needed from BSP as levels are created) |
| Fmod fully integrated into UDK, allows beat detection |
| Particle effects triggered based on beat-detection for jumping |
| Music broken in layers and integrated into synesthetic levels |
| All sound effects in-game (five sounds - jumping, double-jump, synth platform, spring, jump pad) |
| Player sees basic character information: Synesthesia Meter |
| Music Layer Integration loads correctly on level start |
| All Art Assets at Mockup Quality as defined in the ADP (215 Assets) |
| Character Meshes created (3 Meshes - Low Poly, Med Poly, and High Poly) |
| Installer created |
| *Sprint 2 - Proof of Gameplay* |
| Synth level 0-3 shaders created and integrated (4 shaders, one for each synesthetic level)) |
| Basic scoring system in-place (Player gains score based on synesthetized platforms) |
| Basic jump chaining system in-place |
| Line bump on outline of screen based on beat |
| Custom animation framework created |
| Character textures and unwraps created (2 textures and 2 unwraps) |
| Foreground/background, skybox, and lighting whitebox for all levels to quality level defined in the ADP (Levels 01 - 04) |
| Installer created |
| *Sprint 3 - Milestone 2 (Interim)* |
| Final shaders (4 shaders, one for each synesthetic level) |
| Jumping off platforms on beat triggers particles and events |
| Character rigged and has run and jump animated |
| All platform meshes created (6 total meshes) |
| Hope in-game, fully-animated and transitioning between synesthetic levels (Low Poly and High Poly meshes, unwraps, textures, and animations - 4 animations: idle, run, jump, slide) |
| Springs in-game (1 animations total) |
| Xbox controls fully integrated |
| All sky theme assets created (55 assets) |
| Installer created |
| Finalized scoring system in-place |
| All layers of sky level built to shippable quality as defined in ADP |
| *Vertical Slice* |
| **Shippable Vertical Slice** |

Figure 16: Sprint Backlog Part 1

|  |
| --- |
| End-of-Level score display framework integrated |
| Final shader implemenatiation for all synth levels (4 total) |
| Final implemenation of material and static mesh swapping |
| Jumping and wall-jumping moves finalized |
| Forest jump particles created (3 particle systems) |
| Field and Forest Skybox created |
| Sky Interactive Layer at Final Quality as defined in ADP |
| Forest, Field, and Space Interactive Layers at Shippable Quality as defined in ADP |
| Sky level foreground/background at final quality as defined in ADP |
| Alpha installer created |
| Jump Pad behavior and placement in levels finalized |
| HUD implementation finalized |
| All jump particles created (2 particle systems) |
| Forest, Field, and Space interactive layer at shippable quality as defined in ADP |
| Particle movement Trail implemented |
| Beat Sound Kicker final and implemented |
| *Alpha* |
| No showstopper bugs |
| All code commented and cleaned up |
| All game art assets created and final (215 assets) |
| Field, Forest, and Space at final quality as defined in ADP |
| Installer created |
| *Beta* |
| Installer created |
| Final Build |
| 15 DVD Master copies created and verified to be bit-accurate |
| Poster, Manual, DVD Case, DVD Label Created |
| Trailer created |
| All levels are bug-free (Forest, Field, Sky, Space) |
| Archived |
| *RTM* |
| **Finished Game/Demo** |

Figure 17: Sprint Backlog Part 2

# Sprint Backlogs

Link to the Excel backlogs: [SynestheticDream\_Backlog.xlsx](file:///C:\Users\24214662\AppData\Local\Temp\wzc44e\SynestheticDream_Backlog.xlsx)

## Sprint 2 - Proof of Gameplay (Actuals)



Figure 18: Proof of Gameplay Overview

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Not Finished/Moved to Next Milestone | | | |  |
|  |  |  |  |  |  |  |
| **Tasks** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
|  |  |  |  |  |  |  |
| **Programming** |  |  |  |  |  |  |
| Kismet events to give player points | 3 | 3 | 1 | High |  | Eddie |
| Slide Implementation Anim V1 | 3 | 2.5 | 1.2 | High |  | Xiang |
| Eigth note beat Kismet events | 2 | 0 | 0% | High | cut | Eddie |
| Jumping emits particles | 2 | 4 | 0.5 | Med |  | Xiang |
| Double Jump mechanic | 3 | 0 | 0% | High | cut | Xiang |
| Kismet beat detection events | 1 | 0 | 0% | Med | cut | Xiang |
| Platforms change material from beat | 2 | 0 | 0% | Med | cut | Eddie |
| HUD Element: Synth bar whitebox | 2 | 0 | 0% | High | cut | Eddie |
| Updating HUD Synth bar based on performance | 2 | 0 | 0% | Med | move | Eddie |
| Fmod Special Effects Integration | 2 | 0 | 0% | High | cut | Tony |
| Launch Pads implementation | 3 | 0 | 0% | High | cut | Tony |
| Tweaking Character Jump to confirm to metrics | 3 | 5 | 0.6 | High |  | Eddie |
| Slide Implementation | 3 | 1 | 3 | High |  | Xiang |
| Slide Animation Implementation V2 | 3 | 2.5 | 1.2 | High |  | Xiang |
| Fmod Beat Handling | 3 | 0 | 0% | High | cut | Tony |
| Fmod Integration with UDK Editor | 3 | 0 | 0% | High | cut | Tony |
| Kismet event fired on loop restart | 3 | 0 | 0% | High | cut | Eddie |
| Check Points Research | 3 | 0 | 0% | High | cut | Tony |
| Check points implementation | 3 | 0 | 0% | High | cut | Tony |
| Fmod Deinitialize in Editor | 3 | 0 | 0% | High | move | Tony |
| Create dummy player with default animations | 2 | 0 | 0% | High | cut | Tony |
| Create PlayController with basic actions | 3 | 0 | 0% | High | cut | Eddie |
| DLL into Installer Research | 2 | 6 | 0.3333333 | High |  | Tony |
| DLL Into installer Implementation | 3 | 2.5 | 1.2 | High |  | Tony |
| Fmod Dynamic Sound Layers | 3 | 0 | 0% | High | cut | Tony |
| Fmod Static Sound Layers | 3 | 0 | 0% | High | cut | Tony |
| LOD Level Change research | 3 | 1.5 | 2 | High |  | Xiang |
| Song loop detection, events and integration | 3 | 0 | 0% | High | cut | Eddie |
| LOD Level change implementation | 3 | 1.5 | 2 | High |  | Xiang |
| LOD level change transitions | 3 | 1.5 | 2 | High |  | Xiang |
| Confirm integration of all tech into editor | 2 | 0 | 0% | High | cut | Eddie |
| Polish for Proof of Gameplay | 3 | 0 | 0% | Med | cut | Eddie |
| Bug testing | 2 | 4 | 0.5 | Low |  | Eddie |
|  |  |  |  |  |  |  |
| Syn Materials V1 | 3 | 3 | 1 | High | Add | Xiang |
| Scale to Standardized Units | 3 | 5 | 0.6 | High | Add | Eddie |
| Syn Materials V2 | 3 | 3 | 1 | High | Add | Xiang |
| Score System Implementation | 3 | 3 | 1 | High | Add | Eddie |
| Particle Effect on Platform | 3 | 3.5 | 0.8571429 | Med | Add | Xiang |
| Anim Research | 2 | 0 | 0% | Low | Add | Tony |
| LOD Particles | 3 | 0 | 0% | High | Add | Tony |
| Ortho Camera | 3 | 0 | 0% | High | Add | Eddie |
| Create Build | 3 | 3 | 1 | High | Add | Tony |
| Post-Proc Framework | 3 | 6 | 0.5 | High | Add | Tony |
| Debug & Solved Skeletal Mesh resolver Issue | 2 | 0.5 | 4 | High | Add | Tony |
| Meetings/Discussions | 3 | 1 | 3 | High | Add | Eddie |
| Kismet Event to Give Player Points | 1 | 1 | 1 | High | Add | Eddie |
| Pickup | 1 | 1 | 1 | Med | Add | Eddie |
| Post-Processor Framework Implementation | 3 | 2 | 1.5 | High | Add | Tony |
| Documentation | 3 | 5 | 0.6 | High | Add | Eddie |
| U.I. Research | 3 | 10 | 0.3 | High | Add | Tony |
| Kismet Event: Synthesize Platform | 3 | 3 | 1 | High | Add | Eddie |
| Synth Platform Particles | 3 | 3 | 1 | Med | Add | Xiang |
| Kismet Sound Package | 3 | 2 | 1.5 | Med | Add | Eddie |
| Jump Sound Implementation | 1 | 1 | 1 | High | Add | Xiang |
| Add Cheat Code for testing | 2 | 2 | 1 | High | Add | Xiang |
|  |  |  |  |  |  |  |
| **Art** |  |  |  |  |  |  |
| Sky Mock Up | 6 | 2.5 | 2.4 | High |  | Will |
| Forest Mock Up | 6 | 2 | 3 | Med |  | Will |
| Field Mock Up | 6 | 5.5 | 1.0909091 | Med |  | Will |
| Space Mock Up | 6 | 1 | 6 | Med |  | Will |
| Low Poly Character Mesh Hope | 8 | 3 | 2.6666667 | High |  | Derek |
| Med Poly Character Mesh Hope | 12 | 12 | 1 | Med |  | Derek |
| High Poly Character Mesh Hope | 12 | 10.5 | 1.1428571 | Med |  | Derek |
| Sky Ground A BSP Material | 1 | 0 | 0% | High | move | Will |
| Sky Ground B BSP Material | 1 | 0 | 0% | High | move | Will |
| Sky Level Plane Vector Material | 1 | 0 | 0% | High | move | Will |
| Sky Level Bird Vector Material | 1 | 0 | 0% | High | move | Will |
| Sky Level Blimp Vector Material | 1 | 0 | 0% | High | move | Will |
| Sky Level Hot Air Balloon Vector A | 1 | 0 | 0% | High | move | Will |
| Sky Level Hot Air Balloon Vector B | 1 | 0 | 0% | High | cut | Will |
| Sky Level Rainbow Vector | 1 | 0 | 0% | High | move | Will |
| Sky Level Stationary Platform Cloud Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Stationary Platform Mountain Top Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Moving Platform Plane Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Moving Platform VTOL Plane Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Dissapearing Platform Rainbow Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Rotating Platform Thin Cloud Mesh | 1 | 0 | 0% | High | move | Contractor |
| Sky Level Animated Bird A Mesh | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Bird B Mesh | 1 | 0 | 0% | Med | cut | Contractor |
| Sky Level Animated Sky Flower Mesh | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Cloud Mesh | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Rainbow Mesh | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Fireworks A | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Fireworks B | 1 | 0 | 0% | Med | cut | Contractor |
| Sky Level Animated Solid Air Stream Mesh | 1 | 0 | 0% | Med | move | Contractor |
| Sky Level Animated Hot Air Balloon Mesh | 2 | 0 | 0% | Med | move | Contractor |
| Sky Level Vector Stars | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Cloud A | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Cloud B | 1 | 0 | 0% | Low | cut | Contractor |
| Sky Level Vector Plane | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Birds | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Blimp | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Hot Air Balloon A | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Hot Air Balloon B | 1 | 0 | 0% | Low | move | Contractor |
| Sky Level Vector Rainbow | 1 | 0 | 0% | Low | move | Contractor |
|  |  |  |  |  |  |  |
| Low Poly Character Unwrap Hope | 3 | 0.25 | 12 | Low | Add | Derek |
| Low Poly Character Texture Hope | 2 | 0.25 | 8 | Low | Add | Derek |
| PSK Bug | 0 | 1.5 | 0 | High | Add | Will |
| Update ASG | 0 | 1 | 0 | High | Add | Will |
| Skeletal Mesh Fix | 0 | 9 | 0 | High | Add | Will |
| Subdividing models | 3 | 8 | 0.375 | High | Add | Will |
| Art Meetings with Prof. Cherry | 0 | 4 | 0 | Med | Add | Derek |
|  |  |  |  |  |  |  |
| **Level Design** |  |  |  |  |  |  |
| **Forest Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Whitebox Geometry Area01 Synesthetic Level 1 | 1 | 3 | 0.3333333 | High |  | Wayland |
| Whitebox Geometry Area02 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Wayland |
| Whitebox Geometry Area02 Synesthetic Level 2 | 1 | 1 | 1 | High |  | Wayland |
| Whitebox Geometry Area03 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Wayland |
| Whitebox Geometry Area03 Synesthetic Level 2 | 1 | 1 | 1 | High |  | Wayland |
| Whitebox Geometry Area03 Synesthetic Level 3 | 1 | 1 | 1 | High |  | Wayland |
| Script Portal Area01 to Area02 | 1 | 1 | 1 | High |  | Wayland |
| Script Portal Area02 to Area03 | 1 | 1 | 1 | High |  | Wayland |
| Script Platforms Area01 Synesthetic Level 1 | 3 | 3 | 1 | High |  | Wayland |
| Script Platforms Area02 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Wayland |
| Script Platforms Area02 Synesthetic Level 2 | 1 | 0.5 | 2 | High |  | Wayland |
| Script Platforms Area03 Synesthetic Level 1 | 1 | 0.5 | 2 | High |  | Wayland |
| Script Platforms Area03 Synesthetic Level 2 | 1 | 0.5 | 2 | High |  | Wayland |
| Script Platforms Area03 Synesthetic Level 3 | 1 | 0.5 | 2 | High |  | Wayland |
| Matinee/Script transition geometry from Synesthetic Level 1 to 2 | 0.5 | 0.5 | 1 | High |  | Wayland |
| Matinee/Script transition geometry from Synesthetic Level 2 to 3 | 0.5 | 0.5 | 1 | High |  | Wayland |
| *Foreground/Background Layer* |  |  |  |  |  |  |
| Whitebox Area01 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Area02 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Area02 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Area03 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Area03 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Area03 Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Wayland |
| Matinee/Script transition Synesthetic Level 1 to 2 | 0.5 | 0 | 0% | Med | move | Wayland |
| Matinee/Script transition Synesthetic Level 2 to 3 | 0.5 | 0 | 0% | Med | move | Wayland |
| *Skybox* |  |  |  |  |  | *Wayland* |
| Whitebox Implementation of Skybox | 0.5 | 0 | 0% | Low | move | Wayland |
| *General* |  |  |  |  |  | *Wayland* |
| Whitebox Lighting Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Lighting Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Wayland |
| Whitebox Lighting Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Wayland |
|  |  |  |  |  |  |  |
| Meeting with SD | 0.5 | 0.5 | 1 | Low | Add | Wayland |
| Design/Playtest Meeting | 2 | 0.5 | 4 | Low | Add | Wayland |
| Choose Music for Level | 0.5 | 0.5 | 1 | Low | Add | Wayland |
| Metric Calculation | 0.5 | 0.5 | 1 | Low | Add | Wayland |
| Restructure Files | 0.5 | 0.5 | 1 | High | Add | Wayland |
| Adjusting Platforms | 6 | 6 | 1 | High | Add | Wayland |
| Forest Add Terrain | 3 | 3 | 1 | High | Add | Wayland |
|  |  |  |  |  |  |  |
| **Field Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Whitebox Geometry Area01 Synesthetic Level 1 | 1 | 1.5 | 0.6666667 | High |  | John |
| Whitebox Geometry Area02 Synesthetic Level 1 | 1 | 1 | 1 | High |  | John |
| Whitebox Geometry Area02 Synesthetic Level 2 | 1 | 1 | 1 | High |  | John |
| Whitebox Geometry Area03 Synesthetic Level 1 | 1 | 1 | 1 | High |  | John |
| Whitebox Geometry Area03 Synesthetic Level 2 | 1 | 1 | 1 | High |  | John |
| Whitebox Geometry Area03 Synesthetic Level 3 | 1 | 1 | 1 | High |  | John |
| Script Portal Area01 to Area02 | 1 | 1 | 1 | High |  | John |
| Script Portal Area02 to Area03 | 1 | 1 | 1 | High |  | John |
| Script Platforms Area01 Synesthetic Level 1 | 3 | 3 | 1 | High |  | John |
| Script Platforms Area02 Synesthetic Level 1 | 1 | 1 | 1 | High |  | John |
| Script Platforms Area02 Synesthetic Level 2 | 1 | 1 | 1 | High |  | John |
| Script Platforms Area03 Synesthetic Level 1 | 1 | 1 | 1 | High |  | John |
| Script Platforms Area03 Synesthetic Level 2 | 1 | 1 | 1 | High |  | John |
| Script Platforms Area03 Synesthetic Level 3 | 1 | 1 | 1 | High |  | John |
| Matinee/Script transition geometry from Synesthetic Level 1 to 2 | 0.5 | 7 | 0.0714286 | High |  | John |
| Matinee/Script transition geometry from Synesthetic Level 2 to 3 | 0.5 | 3 | 0.1666667 | High |  | John |
| *Foreground/Background Layer* |  |  |  |  |  |  |
| Whitebox Area01 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | John |
| Whitebox Area02 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | John |
| Whitebox Area02 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | John |
| Whitebox Area03 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | John |
| Whitebox Area03 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | John |
| Whitebox Area03 Synesthetic Level 3 | 1 | 0 | 0% | Med | move | John |
| Matinee/Script transition Synesthetic Level 1 to 2 | 0.5 | 0 | 0% | Med | move | John |
| Matinee/Script transition Synesthetic Level 2 to 3 | 0.5 | 0 | 0% | Med | move | John |
| *Skybox* |  |  |  |  |  | *John* |
| Whitebox Implementation of Skybox | 0.5 | 0.5 | 1 | Low |  | John |
| *General* |  |  |  |  |  | *John* |
| Whitebox Lighting Synesthetic Level 1 | 1 | 1 | 1 | Med |  | John |
| Whitebox Lighting Synesthetic Level 2 | 1 | 1 | 1 | Med |  | John |
| Whitebox Lighting Synesthetic Level 3 | 1 | 1 | 1 | Med |  | John |
|  |  |  |  |  |  |  |
| **Sky Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Whitebox Geometry Area01 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Chasen |
| Whitebox Geometry Area02 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Chasen |
| Whitebox Geometry Area02 Synesthetic Level 2 | 1 | 1 | 1 | High |  | Chasen |
| Whitebox Geometry Area03 Synesthetic Level 1 | 1 | 1 | 1 | High |  | Chasen |
| Whitebox Geometry Area03 Synesthetic Level 2 | 1 | 1 | 1 | High |  | Chasen |
| Whitebox Geometry Area03 Synesthetic Level 3 | 1 | 1 | 1 | High |  | Chasen |
| Script Portal Area01 to Area02 | 1 | 1 | 1 | High |  | Chasen |
| Script Portal Area02 to Area03 | 1 | 1 | 1 | High |  | Chasen |
| Script Platforms Area01 Synesthetic Level 1 | 3 | 2 | 1.5 | High |  | Chasen |
| Script Platforms Area02 Synesthetic Level 1 | 1 | 2 | 0.5 | High |  | Chasen |
| Script Platforms Area02 Synesthetic Level 2 | 1 | 1 | 1 | High |  | Chasen |
| Script Platforms Area03 Synesthetic Level 1 | 1 | 5 | 0.2 | High |  | Chasen |
| Script Platforms Area03 Synesthetic Level 2 | 1 | 2 | 0.5 | High |  | Chasen |
| Script Platforms Area03 Synesthetic Level 3 | 1 | 2 | 0.5 | High |  | Chasen |
| Matinee/Script transition geometry from Synesthetic Level 1 to 2 | 0.5 | 0.5 | 1 | High |  | Chasen |
| Matinee/Script transition geometry from Synesthetic Level 2 to 3 | 0.5 | 0.5 | 1 | High |  | Chasen |
| *Foreground/Background Layer* |  |  |  |  |  |  |
| Whitebox Area01 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Area02 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Area02 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Area03 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Area03 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Area03 Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Chasen |
| Matinee/Script transition Synesthetic Level 1 to 2 | 0.5 | 0 | 0% | Med | move | Chasen |
| Matinee/Script transition Synesthetic Level 2 to 3 | 0.5 | 0 | 0% | Med | move | Chasen |
| *Skybox* |  |  |  |  |  |  |
| Whitebox Implementation of Skybox | 0.5 | 0.5 | 1 | Low |  | Chasen |
| *General* |  |  |  |  |  |  |
| Whitebox Lighting Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Lighting Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Chasen |
| Whitebox Lighting Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Chasen |
|  |  |  |  |  |  |  |
| Platform Synthesizing | 1 | 1 | 1 |  | Add | Chasen |
| Import Level 2 Mockup Assets | 1 | 1 | 1 |  | Add | Chasen |
| Worked with programming on new kismet node | 1 | 1 | 1 |  | Add | Chasen |
| Adjust geometry to correct metrics | 0 | 1 | 0 |  | Add | Chasen |
| New Kismet to finsh final puzzle | 1 | 1 | 1 |  | Add | Chasen |
| Adjusted geometry to metrics | 2 | 2 | 1 |  | Add | Chasen |
|  |  |  |  |  |  |  |
| **Space Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Whitebox Geometry Area01 Synesthetic Level 1 | 1 | 0 | 0% | High | cut | Leland |
| Whitebox Geometry Area02 Synesthetic Level 1 | 1 | 0 | 0% | High | cut | Leland |
| Whitebox Geometry Area02 Synesthetic Level 2 | 1 | 0 | 0% | High | cut | Leland |
| Whitebox Geometry Area03 Synesthetic Level 1 | 1 | 0 | 0% | High | cut | Leland |
| Whitebox Geometry Area03 Synesthetic Level 2 | 1 | 0 | 0% | High | cut | Leland |
| Whitebox Geometry Area03 Synesthetic Level 3 | 1 | 0 | 0% | High | cut | Leland |
| Script Portal Area01 to Area02 | 1 | 0.5 | 2 | High |  | Leland |
| Script Portal Area02 to Area03 | 1 | 0.5 | 2 | High |  | Leland |
| Script Platforms Area01 Synesthetic Level 1 | 2 | 2 | 1 | High |  | Leland |
| Script Platforms Area02 Synesthetic Level 1 | 2 | 2 | 1 | High |  | Leland |
| Script Platforms Area02 Synesthetic Level 2 | 2 | 3 | 0.6666667 | High |  | Leland |
| Script Platforms Area03 Synesthetic Level 1 | 2 | 2 | 1 | High |  | Leland |
| Script Platforms Area03 Synesthetic Level 2 | 2 | 5 | 0.4 | High |  | Leland |
| Script Platforms Area03 Synesthetic Level 3 | 2 | 3 | 0.6666667 | High |  | Leland |
| Matinee/Script transition geometry from Synesthetic Level 1 to 2 | 0.5 | 0.5 | 1 | High |  | Leland |
| Matinee/Script transition geometry from Synesthetic Level 2 to 3 | 0.5 | 0.5 | 1 | High |  | Leland |
| *Foreground/Background Layer* |  |  |  |  |  |  |
| Whitebox Area01 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Area02 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Area02 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Area03 Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Area03 Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Area03 Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Leland |
| Matinee/Script transition Synesthetic Level 1 to 2 | 0.5 | 0 | 0% | Med | move | Leland |
| Matinee/Script transition Synesthetic Level 2 to 3 | 0.5 | 0 | 0% | Med | move | Leland |
| *Skybox* |  |  |  |  |  |  |
| Whitebox Implementation of Skybox | 0.5 | 0 | 0% | Low | move | Leland |
| *General* |  |  |  |  |  |  |
| Whitebox Lighting Synesthetic Level 1 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Lighting Synesthetic Level 2 | 1 | 0 | 0% | Med | move | Leland |
| Whitebox Lighting Synesthetic Level 3 | 1 | 0 | 0% | Med | move | Leland |
|  |  |  |  |  |  |  |
| Metrics Meeting/Testing | 1 | 1 | 1 | Med | add | Leland |
| Whitebox Springs | 2 | 4 | 0.5 | High | add | Leland |
| Replace Movers with Syn Movers | 0 | 4 | 0 | Med | add | Leland |
| Fixing pivot points | 3 | 3 | 1 | High | add | Leland |
|  |  |  |  |  |  |  |
| LD Playtest 1 8/26 | 1 | 0 | 0% | Low | cut | Wayland |
| LD Playtest 1 8/26 | 1 | 0 | 0% | Low | cut | Chasen |
| LD Playtest 1 8/26 | 1 | 0 | 0% | Low | cut | John |
| LD Playtest 1 8/26 | 1 | 0 | 0% | Low | cut | Leland |
|  |  |  |  |  |  |  |
| **Sound** |  |  |  |  |  |  |
| Audio Soundscapes | 2 | 6 | 0.3333333 | High |  | Evan |
| Player jump / running sounds | 1 | 1 | 1 | High |  | Evan |
|  |  |  |  |  |  |  |
| **Production** |  |  |  |  |  |  |
| Update Scrum Boards | 3 | 5 | 0.6 | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 1 | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 1 | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 1 | 1 | 0.75 | 1.3333333 | High |  | Chris |
| Update Actuals - Day 2 | 1 | 1.25 | 0.8 | High |  | Chris |
| Update Actuals - Day 3 | 1 | 1.25 | 0.8 | High |  | Chris |
| Update Actuals - Day 4 | 1 | 1 | 1 | High |  | Chris |
| Update Actuals - Day 5 | 1 | 0.75 | 1.3333333 | High |  | Chris |
| Update Actuals - Day 6 | 1 | 1 | 1 | High |  | Chris |
| Update Actuals - Day 7 | 1 | 1.25 | 0.8 | High |  | Chris |
| Update Actuals - Day 8 | 1 | 1 | 1 | High |  | Chris |
| Update Actuals - Day 9 | 1 | 1.25 | 0.8 | High |  | Chris |
| Update Actuals - Day 10 | 1 | 1 | 1 | High |  | Chris |
| Prepare Actuals for turn in/Update Day 11 | 1 | 1.75 | 0.5714286 | High |  | Chris |
| Update Backlog | 4 | 6 | 0.6666667 | High |  | Chris |
| Update ADP | 3 | 3.75 | 0.8 | High |  | Chris |
| Update Asset Database | 2 | 1 | 2 | High |  | Chris |
| Prepare Milestone Presentation | 2 | 0.5 | 4 | High |  | Chris |
| Design Meetings | 2 | 1 | 2 | Med |  | Chris |
| Department Meetings | 4 | 2 | 2 | Med |  | Chris |
|  |  |  |  |  |  |  |
| Kleenex Test 1 - 8/23 | 0.5 | 0 | 0% | Med | cut | Chris |
| Kleenex Test 2 - 8/25 | 0.5 | 0 | 0% | Med | cut | Chris |
|  |  |  |  |  |  |  |
| Modelling Sticky fill-out | 0.25 | 0.25 | 1 | High | Add | Chris |
| Documentation Meeting (w. Professor Stringer) | 0.5 | 0.5 | 1 | Med | Add | Chris |
| Update TDD | 0.5 | 0.5 | 1 | Low | Add | Chris |
| Fix PSK Bug | 0 | 3.5 | 0 | High | Add | Chris |
|  |  |  |  |  |  |  |
| **Weekly Tasks** |  |  |  |  |  |  |
| *8/16 - 8/21* |  |  |  |  |  |  |
| Update / changes to Test Plan | 2 | 2 | 1 | Low |  | Evan |
| Design Meetings | 4 | 3.5 | 1.1428571 | High |  | Evan |
| Internal Playtesting | 3 | 0.5 | 6 | Med |  | Evan |
| Update GDD | 3 | 3.5 | 0.8571429 | High | Add | Evan |
| *8/23-8/27* |  |  |  |  |  |  |
| Update / changes to GDD | 2 | 3.5 | 0.5714286 | Med |  | Evan |
| Design Meetings | 3 | 4 | 0.75 | Med |  | Evan |
| Internal Playtesting | 7 | 2 | 3.5 | High |  | Evan |
| *8/30-9/1* |  |  |  |  |  |  |
| Update / changes to GDD | 3 | 0 | 0% | High | cut | Evan |
| Internal Playtesting | 3 | 3 | 1 | Med |  | Evan |
|  |  |  |  |  |  |  |
| Kleenex Test 1 - 8/23 | 0.5 | 0 | 0% | Med | cut | Evan |
| Kleenex Test 2 - 8/25 | 0.5 | 0 | 0% | Med | cut | Evan |
| Kleenex Report 8/23 & 8/25 | 1 | 0 | 0% | Med | cut | Evan |
|  |  |  |  |  |  |  |
| Documentation Meeting (w. Professor Stringer) | 0.5 | 0.5 | 1 | Med | Add | Evan |
| Metrics Testing | 0.5 | 0.5 | 1 | High | Add | Evan |
|  |  |  |  |  |  |  |
| **Weekly Tasks** |  |  |  |  |  |  |
| *8/16 - 8/21* |  |  |  |  |  |  |
| Design Meetings | 4 | 2 |  | High |  | Terrence |
| LD Meetings | 3 | 2 | 1.5 | High |  | Terrence |
| Internal Playtesting | 3 | 3 | 1 | Med |  | Terrence |
| *8/23-8/27* |  |  |  |  |  |  |
| Update / changes to LDDs | 2 | 2 |  | Med |  | Terrence |
| Design Meetings | 3 | 3 |  | Med |  | Terrence |
| LD Meetings | 4 | 4 |  | High |  | Terrence |
| Internal Playtesting | 3 | 3 |  | High |  | Terrence |
| Playtest Levels w/ approval | 0.5 | 0.5 | 1 | High | Add | Terrence |
| *8/30 - 9/1* |  |  |  |  |  |  |
| Update / changes to LDDs | 2 | 0 | 0% | High |  | Terrence |
| LD Meetings | 2 | 1 | 2 | High |  | Terrence |
| Internal Playtesting | 2 | 1 | 2 | Med |  | Terrence |
|  |  |  |  |  |  |  |
| Import Animated Assets | 2 | 2 | 1 | Low |  | Terrence |
| Update LD Tasks in the backlog | 2 | 0.5 | 4 | High |  | Terrence |
| Update Naming conventions on assets and database | 0 | 7 | 0 | High |  | Terrence |
|  |  |  |  |  |  |  |
| Fix PSK Bug | 0 | 1.5 | 0 | High | Add | Terrence |
|  |  |  |  |  |  |  |
| Design Meeting 1 | 1 | 1.5 | 0.6666667 | High | Add | Wayland |
| Design Meeting 1 | 1 | 1.5 | 0.6666667 | High | Add | Eddie |
|  |  |  |  |  |  |  |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Will |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Derek |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | John |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Wayland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Chasen |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Leland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Eddie |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Tony |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 1 | High |  | Xiang |

Figure 19: Sprint 2 - Proof of Gameplay (Actuals)

## Sprint 3 – Interim Milestone (Actuals)



Figure 20: Interim Milestone Overview

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Not Finished/Moved to Next Milestone | | | | |
|  |  |  |  |  |  |  |
| **Tasks** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
|  |  |  |  |  |  |  |
| **Programming** |  |  |  |  |  |  |
| Documentation | 3 | 0 | 0% | High | cut | Eddie |
| Kismet Music-Start Up | 2 | 3 | 67% | High |  | Eddie |
| Meetings | 3 | 3 | 100% | High |  | Eddie |
| Ortho Camera | 3 | 3 | 100% | High |  | Eddie |
| Polish for Milestone | 2 | 1 | 200% | Med |  | Eddie |
| Scoring System Framework | 2 | 2 | 100% | High |  | Eddie |
| Updating HUD Synth bar based on performance | 3 | 1.5 | 200% | Med |  | Eddie |
| Beat Bug |  | 3 | 0% | High | Added | Eddie |
| Wall Jump Bug |  | 2.5 | 0% | High | Added | Eddie |
| Installer for Milestone | 1 | 2 | 50% | High |  | Tony |
| Ortho Camera Research | 2 | 3 | 67% | High |  | Tony |
| Pause Menu Screen | 3 | 1 | 300% | High |  | Tony |
| Post-Processing Shader Synth Level-1 Implementation | 3 | 3 | 100% | High |  | Tony |
| Score System | 3 | 0 | 0% | High | Moved | Tony |
| Shader SynLevel 0 | 3 | 3 | 100% | High |  | Tony |
| Shader SynLevel 1 | 3 | 3 | 100% | High |  | Tony |
| Shader Transitions between 0 and 1 |  | 3 | 0% | High | Added | Tony |
| Controller Shake On Beat | 1 | 3 | 33% | High |  | Xiang |
| Implement Xbox Ctrlr Shake | 2 | 3 | 67% | High |  | Xiang |
| Post-Processing Shader Synth Level-2 Implementation | 3 | 3 | 100% | High |  | Xiang |
| Shader SynLevel 3 | 3 | 3 | 100% | High |  | Xiang |
| Transitions between shader levels between 1 and 2 |  | 3 | 0% | High | Added | Xiang |
| Integrate Character into game |  | 1 | 0% | High | Added | Xiang |
| Shader SynLevel 3 Integration | 3 | 0 | 0% | High | Moved | Xiang |
| Shader SynLevel FINAL | 3 | 3 | 100% | High |  | Xiang |
| Shader SynLevel FINAL Integration | 3 | 0 | 0% | High | Moved | Xiang |
|  |  |  |  |  |  |  |
| **Art** |  |  |  |  |  |  |
| Sky Level Animated Bird Mesh | 1 | 0.5 | 200% | Med |  | Cherry |
| High Poly Character Texture | 6 | 6 | 100% | High |  | Derek |
| Med Poly Character Unwrap Hope | 5 | 5 | 100% | High |  | Derek |
| High Poly Character Unwrap Hope | 7 | 7 | 100% | High |  | Derek |
| Sky Level Stationary Platform Cloud Mesh | 1 | 3 | 33% | High |  | Will |
| Sky Level Stationary Platform Mountain Top Mesh | 1 | 0 | 0% | High | cut | Will |
| Sky Level Moving Platform Plane Mesh | 1 | 3 | 33% | High |  | Will |
| Sky Level Moving Platform VTOL Plane Mesh | 1 | 3 | 33% | High |  | Will |
| Sky Level Dissapearing Platform Rainbow Mesh | 1 | 1 | 100% | High |  | Will |
| Sky Level Rotating Platform Thin Cloud Mesh | 1 | 1 | 100% | High |  | Will |
| Sky Level Animated Fireworks A (Roman Candle) | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Animated Solid Air Stream Mesh | 1 | 0.5 | 200% | Med | Moved | Will |
| Sky Level Animated Cloud Mesh | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Sky Flower Mesh | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Cloud Platform Material | 0.25 | 0.25 | 100% | High |  | Will |
| Sky Level Mountain Top Material | 0.25 | 0 | 0% | High | cut | Will |
| Sky Level Plane Material | 0.25 | 0.75 | 33% | High |  | Will |
| Sky Level VTOL Plane Material | 0.25 | 0.25 | 100% | High |  | Will |
| Sky Level Rainbow Platform Material | 0.25 | 0.5 | 50% | High |  | Will |
| Sky Level Thin Cloud Platform Material | 0.25 | 0.25 | 100% | High |  | Will |
| Sky Solid Air Stream Material | 1 | 0.5 | 200% | Med | Moved | Will |
| Sky Level Bird A Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Bird B Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Sky Flower Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Animated Cloud Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Animated Rainbow Material | 0.5 | 0 | 0% | Med | Moved | Will |
| Sky Level Fireworks A Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Fireworks B Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Star Vector Material | 1 | 0 | 0% | Med | Moved | Will |
| Sky Level Skybox | 1 | 1 | 100% | Med |  | Will |
| Fixing Pivot Points and Unwraps |  | 3 | 0% | High | Added | Will |
|  |  |  |  |  |  |  |
| **Level Design** |  |  |  |  |  |  |
| **Forest Level** |  |  |  |  |  |  |
| Geo Adjustment | 3 | 3 | 100% | High |  | Wayland |
| Terrain | 4 | 5 | 80% | Med |  | Wayland |
| Mesh Placement, Foreground | 4 | 4 | 100% | High |  | Wayland |
| Mesh Placement, Background | 4 | 0 | 0% | High | Cut | Wayland |
| Script Lighting | 1 | 1 | 100% | High |  | Wayland |
| Script Skydome | 1 | 2 | 50% | High |  | Wayland |
| Bug Testing |  | 3 | 0% | High | Added | Wayland |
| **Field Level** |  |  |  |  |  |  |
| Swap in placeholder platforms | 2 | 5 | 40% | High |  | John |
| Whitebox Deco Synesthetic Level 1 | 3 | 3 | 100% | Med |  | John |
| Whitebox Deco Synesthetic Level 2 | 3 | 2 | 150% | Med |  | John |
| Whitebox Deco Synesthetic Level 3 | 3 | 1 | 300% | Med |  | John |
| Terrain Incorporation | 3 | 3 | 100% | Med |  | John |
| Gameplay Tuning | 2 | 3 | 67% | Med |  | John |
| Skydome Whitebox | 1 | 1 | 100% | Med |  | John |
| **Sky Level** |  |  |  |  |  |  |
| Whitebox foreground/background, Syn Level 01 | 3 | 3 | 100% | Med |  | Chasen |
| Whitebox foreground/background, Syn Level 02 | 3 | 2 | 150% | Med |  | Chasen |
| Whitebox foreground/background, Syn Level 03 | 3 | 2 | 150% | Med |  | Chasen |
| Whitebox Terrain Implementation | 3 | 3 | 100% | Med |  | Chasen |
| Gameplay tweaks | 2 | 1 | 200% | Med |  | Chasen |
| Skybox Syn Changes | 1 | 1 | 100% | Med |  | Chasen |
| Syn Level light changes | 1 | 1 | 100% | Med |  | Chasen |
| Swap in placeholder platforms | 1 | 1 | 100% | Med |  | Chasen |
| Imported Platforms and added Collision |  | 1 | 0% | Med | Added | Chasen |
| Implemented "barrier" platform test |  | 2 | 0% | Med | Added | Chasen |
| Importing Art Assets |  | 1 | 0% | High | Added | Chasen |
| **Space Level** |  |  |  |  |  |  |
| Whitebox Deco Synesthetic Level 1 | 4 | 2 | 200% | Med |  | Leland |
| Whitebox Deco Synesthetic Level 2 | 4 | 2 | 200% | Med |  | Leland |
| Whitebox Deco Synesthetic Level 3 | 3 | 2 | 150% | Med |  | Leland |
| Skydome Whitebox | 1 | 0.5 | 200% | Med |  | Leland |
| Terrain | 3 | 1 | 300% | Med |  | Leland |
| Script Transitions | 2 | 3.5 | 57% | Med |  | Leland |
| Replace Statics |  | 5 | 0% | High | Added | Leland |
| Fix Space Art Assets in ADB |  | 1 | 0% | High | Added | Leland |
| Scripting Lighting Transitions |  | 1 | 0% | High | Added | Leland |
|  |  |  |  |  |  |  |
| LD Playtest 1 9/2 | 0.5 | 0 | 0% | Low | cut | Wayland |
| LD Playtest 1 9/2 | 0.5 | 0 | 0% | Low | cut | Chasen |
| LD Playtest 1 9/2 | 0.5 | 0 | 0% | Low | cut | John |
| LD Playtest 1 9/2 | 0.5 | 0 | 0% | Low | cut | Leland |
| LD Playtest 2 9/9 | 0.5 | 0 | 0% | Low | cut | Wayland |
| LD Playtest 2 9/9 | 0.5 | 0 | 0% | Low | cut | Chasen |
| LD Playtest 2 9/9 | 0.5 | 0 | 0% | Low | cut | John |
| LD Playtest 2 9/9 | 0.5 | 0 | 0% | Low | cut | Leland |
|  |  |  |  |  |  |  |
| **Sound** |  |  |  |  |  |  |
| *No Tasks* |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Production** |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Update Scrum Boards | 3 | 3 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Update Actuals - Day 1 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 2 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 3 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 4 | 1 | 1.25 | 80% | High |  | Chris |
| Update Actuals - Day 5 | 1 | 1.5 | 67% | High |  | Chris |
| Update Actuals - Day 6 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 7 | 1 | 1 | 100% | High |  | Chris |
| Prepare Milestone Presentation | 0.5 | 0.5 | 100% | High |  | Chris |
| Update ADP | 3 | 1 | 300% | High |  | Chris |
| Update Backlog | 1 | 4 | 25% | High | Changed | Chris |
| Production Meetings | 3 | 3 | 100% | Med |  | Chris |
|  |  |  |  |  |  |  |
| Playtesting | 9 | 8 | 113% | High |  | Evan |
| Update GDD | 3 | 4 | 75% | Med |  | Evan |
| Design Meetings | 6 | 6 | 100% | High |  | Evan |
|  |  |  |  |  |  |  |
| Meetings | 6 | 5 | 120% | High |  | Terrence |
| Updating Documents | 4 | 2 | 200% | High |  | Terrence |
| Playtesting | 5 | 1 | 500% | Med |  | Terrence |
| Import Pipeline Cleanup | 3 | 3 | 100% | Med |  | Terrence |
| Create sm\_sky\_cloud\_tube | 3 | 3 | 100% | High | Added | Terrence |
| Create sm\_sky\_cloud\_tube\_deco |  | 1 | 0% | High | Added | Terrence |
| Import Skytube |  | 1 | 0% | High | Added | Terrence |
| Importing Textures (Field & Sky) |  | 2 | 0% | High | Added | Terrence |
|  |  |  |  |  |  |  |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Will |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Derek |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | John |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Wayland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Chasen |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Leland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Eddie |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Tony |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Xiang |

Figure 21: Sprint 3: Interim Milestone (Actuals)

## Sprint 4 – Vertical Slice (Actuals)



Figure 22: Vertical Slice Overview

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | |  | | Not Finished/Moved to Next Milestone | | | |  | |
|  |  | |  | |  |  |  | |  | |
| **Tasks** | **Estimate** | | **Actual** | | **Accuracy** | **Priority** | **Status** | | **Assigned To:** | |
|  |  | |  | |  |  |  | |  | |
| **Programming** |  | |  | |  |  |  | |  | |
| HUD White Line Beat | 3 | | 3 | | 100% | High |  | | Eddie | |
| Camera Ray-casting | 3 | | 3 | | 100% | High |  | | Eddie | |
| Score System | 3 | | 0 | | 0% | High | cut | | Eddie | |
| HUD Implement Synth bar | 3 | | 0 | | 0% | High | cut | | Eddie | |
| HUD Score Feedback | 3 | | 0 | | 0% | High | cut | | Eddie | |
| HUD Combo Feedback | 3 | | 0 | | 0% | Low | cut | | Eddie | |
| Meetings | 3 | | 2 | | 150% | High |  | | Eddie | |
| Documentation | 3 | | 1 | | 300% | High |  | | Eddie | |
| Ray-Cast Bug-Fix |  | | 6 | | 0% | High | Add | | Eddie | |
| Sounds Addition - Level Up |  | | 3 | | 0% | High | Add | | Eddie | |
| Particle Integration |  | | 3 | | 0% | High | Add | | Eddie | |
| Bug fixing |  | | 4 | | 0% | High | Add | | Eddie | |
| End Level Screen |  | | 3 | | 0% | High | Add | | Eddie | |
| Installer | 3 | | 3 | | 100% | High |  | | Tony | |
| Guildhall Splash page | 1 | | 1 | | 100% | Low |  | | Tony | |
| team name splash page | 1 | | 1 | | 100% | Low |  | | Tony | |
| game title splash page | 1 | | 1 | | 100% | Low |  | | Tony | |
| main menu | 3 | | 3 | | 100% | Low |  | | Tony | |
| shader lvl 2, 1st pass | 3 | | 3 | | 100% | High |  | | Tony | |
| shader lvl 3, 1st pass | 3 | | 4 | | 75% | High |  | | Tony | |
| post-proc transitions | 3 | | 3 | | 100% | High |  | | Tony | |
| shader lvl 2, 2nd pass | 3 | | 2 | | 150% | High |  | | Tony | |
| shader lvl 3, 2nd pass | 3 | | 3 | | 100% | High |  | | Tony | |
| integrate hope models | 3 | | 3 | | 100% | High |  | | Xiang | |
| integrate animations | 3 | | 3 | | 100% | High |  | | Xiang | |
| slide animation | 3 | | 3 | | 100% | High |  | | Xiang | |
| jump animation | 3 | | 3 | | 100% | High |  | | Xiang | |
| idle animation | 3 | | 3 | | 100% | High |  | | Xiang | |
| run animation | 3 | | 3 | | 100% | High |  | | Xiang | |
| sound effects for animations: sliding | 3 | | 3 | | 100% | High |  | | Xiang | |
| dust particle effect on feet when sliding | 3 | | 3 | | 100% | Med |  | | Xiang | |
| **Art** |  | |  | |  |  |  | |  | |
| Dust Particle Editing |  | | 0.5 | | 0% | High | Add | | Chris | |
| Solid Air Portal "On" Particle |  | | 1.5 | | 0% | High | Add | | Chris | |
| Jetstream Particle |  | | 1.5 | | 0% | High | Add | | Chris | |
| Fix up windmill cloud and jetstream |  | | 1 | | 0% | High | Add | | Chris | |
| Fix up synth particle |  | | 1 | | 0% | High | Add | | Chris | |
| Low Poly Character Rig | 2 | | 2 | | 100% | High |  | | Derek | |
| High Poly Character Rig | 4 | | 4 | | 100% | High |  | | Derek | |
| Character Run Animation | 2 | | 1 | | 200% | High |  | | Derek | |
| Character Idle Animation | 3 | | 3 | | 100% | High |  | | Derek | |
| Character Jump Animation | 3 | | 4 | | 75% | High |  | | Derek | |
| Character Slide Animation | 3 | | 3 | | 100% | High |  | | Derek | |
| Character Technical Issues | 7 | | 7 | | 100% | High |  | | Derek | |
| Texture Tweak Hope Low and High Quality |  | | 2 | | 0% | High | Add | | Derek | |
| Create Rainbow Asset | 3 | | 3 | | 100% | High |  | | Terrence | |
| Create Hot Air Balloon Asset | 3 | | 3 | | 100% | High |  | | Terrence | |
| Terrain Material Creation | 3 | | 3 | | 100% | High |  | | Terrence | |
| Create SM\_Sky\_Rockwall\_Plat Mesh |  | | 3 | | 0% | High | Add | | Terrence | |
| Create M\_sky\_Rockwall\_Plat Material |  | | 1 | | 0% | High | Add | | Terrence | |
| BSP Textures - Ground |  | | 4.5 | | 0% | High | Add | | Terrence | |
| Sky Level Bird Vector Material | 3 | | 2 | | 150% | High |  | | Will | |
| Sky Level Windmill Vector Material | 1 | | 3 | | 33% | High |  | | Will | |
| Exporting Planes Mesh | 1 | | 0.5 | | 200% | High |  | | Will | |
| Sky Flowers (Synesthetic Reward) Material + Mesh | 1 | | 1 | | 100% | High |  | | Will | |
| Sky Flowers (Synesthetic Reward) | 2 | | 3 | | 67% | High |  | | Will | |
| General Jump Particle | 1 | | 1 | | 100% | High |  | | Will | |
| General Jump Particle Material | 0.5 | | 0.5 | | 100% | High |  | | Will | |
| Documentation | 3 | | 3 | | 100% | High |  | | Will | |
| Asset Database | 2.5 | | 3 | | 83% | High |  | | Will | |
| Sky Jump Particle Syn Level 1 Material | 1 | | 1 | | 100% | Med |  | | Will | |
| Sky Jump Particle Syn Level 2 Material | 1 | | 1 | | 100% | Med | cut | | Will | |
| Sky Jump Particle Syn Level 3 Material | 1 | | 1 | | 100% | Med |  | | Will | |
| Sky Jump Particle Syn Level 1 | 2 | | 2 | | 100% | Med | cut | | Will | |
| Sky Jump Particle Syn Level 2 | 2 | | 1 | | 200% | Med |  | | Will | |
| Sky Jump Particle Syn Level 3 | 2 | | 2 | | 100% | Med |  | | Will | |
| Rainbow Dust |  | | 0.5 | | 0% | High | Add | | Will | |
| Fix Skybox |  | | 1 | | 0% | High | Add | | Will | |
|  |  | |  | |  |  |  | |  | |
| **Level Design** |  | |  | |  |  |  | |  | |
|  |  | |  | |  |  |  | |  | |
| **Sky Level(VERTICAL SLICE)** |  | |  | |  |  |  | |  | |
| Tweak Gameplay 7 |  | | 3 | | 0% | High | Add | | Chasen | |
| BSP Changes |  | | 3 | | 0% | High | Add | | Chasen | |
| Placing pickups | 2 | | 0 | | 0% | High | cut | | Chasen | |
| Skybox | 2 | | 0 | | 0% | High | Reassigned | | Chasen | |
| Tweak Gameplay 1 | 3 | | 3 | | 100% | High |  | | Chasen | |
| Tweak Gameplay 2 | 3 | | 3 | | 100% | High |  | | Chasen | |
| Tweak Gameplay 3 | 3 | | 3 | | 100% | High |  | | Chasen | |
| Tweak Gameplay 4 | 3 | | 3 | | 100% | Med |  | | Chasen | |
| Tweak Gameplay 5 | 3 | | 3 | | 100% | Med |  | | Chasen | |
| Tweak Gameplay 6 | 3 | | 3 | | 100% | Low |  | | Chasen | |
| Import cloud and ground materials |  | | 1 | | 0% | High | Add | | John | |
| Script synesthetic transition windmills |  | | 3 | | 0% | High | Add | | John | |
| Matinee Windmills 1 |  | | 3 | | 0% | High | Add | | John | |
| Matinee Windmills 2 |  | | 3 | | 0% | Med | Add | | John | |
| Rainbow Dust |  | | 1 | | 0% | Med | Add | | John | |
| Place hot air balloon | 2 | | 0 | | 0% | High | Reassigned | | John | |
| Matinee hot air balloons 1 | 3 | | 0 | | 0% | High | Reassigned | | John | |
| Matinee hot air balloons 2 | 3 | | 0 | | 0% | Med | Reassigned | | John | |
| Terrain Improvement 1 | 3 | | 3 | | 100% | High |  | | John | |
| Terrain Improvement 2 | 2 | | 3 | | 67% | Med |  | | John | |
| Terrain Improvement 3 | 3 | | 3 | | 100% | Low |  | | John | |
| Place birds | 2 | | 2 | | 100% | High |  | | John | |
| Place Rainbows | 2 | | 1 | | 200% | High |  | | John | |
| Place Windmills | 2 | | 2 | | 100% | High |  | | John | |
| Import Hot Air Balloon |  | | 0.5 | | 0% | High | Add | | Leland | |
| Delete Excess props from Geo\_FB |  | | 0.5 | | 0% | High | Add | | Leland | |
| Place Hot Air Balloons |  | | 3.5 | | 0% | High | Add | | Leland | |
| Script synesthetic transition hot air balloons |  | | 1 | | 0% | High | Add | | Leland | |
| Matinee hot air balloons 1 |  | | 3 | | 0% | High | Add | | Leland | |
| Matinee hot air balloons 2 |  | | 1.5 | | 0% | Med | Add | | Leland | |
| Matinee Rainbows 1 | 3 | | 0 | | 0% | High | Reassigned | | Leland | |
| Matinee Windmills 1 | 3 | | 0 | | 0% | High | Reassigned | | Leland | |
| Matinee Windmills 2 | 3 | | 0 | | 0% | Med | Reassigned | | Leland | |
| Synesthetic Lighting | 6 | | 6 | | 100% | High |  | | Leland | |
| Detail Lighting | 4 | | 5 | | 80% | Med |  | | Leland | |
| Sunset Lighting | 3 | | 3 | | 100% | Low |  | | Leland | |
| Script the Skybox |  | | 2 | | 0% | High | Add | | Wayland | |
| Matinee Rainbows 1 |  | | 3 | | 0% | High | Add | | Wayland | |
| Import cloud and ground materials | 3 | | 0 | | 0% | High | Reassigned | | Wayland | |
| Script synesthetic transition hot air balloons | 1 | | 0 | | 0% | High | Reassigned | | Wayland | |
| Script synesthetic transition windmills | 1 | | 0 | | 0% | High | Reassigned | | Wayland | |
| Add streaming levels for terrain and each deco asset | 3 | | 2 | | 150% | High |  | | Wayland | |
| Import vector assets (Materials & Planes) | 3 | | 1 | | 300% | High |  | | Wayland | |
| Script synesthetic transition birds | 1 | | 1 | | 100% | High |  | | Wayland | |
| Script synesthetic transition rainbows | 1 | | 1 | | 100% | High |  | | Wayland | |
| Matinee birds 1 | 3 | | 4 | | 75% | High |  | | Wayland | |
| Matinee birds 2 | 3 | | 4 | | 75% | Med |  | | Wayland | |
| Matinee Birds 3 | 3 | | 5 | | 60% | Low |  | | Wayland | |
|  |  | |  | |  |  |  | |  | |
| LD Playtest 2 9/23 | 1 | | 0.5 | | 200% | Med |  | | Wayland | |
| LD Playtest 2 9/23 | 1 | | 0.5 | | 200% | Med |  | | Chasen | |
| LD Playtest 2 9/23 | 1 | | 0.5 | | 200% | Med |  | | John | |
| LD Playtest 2 9/23 | 1 | | 0.5 | | 200% | Med |  | | Leland | |
| LD Playtest 3 9/29 | 1 | | 0.5 | | 200% | Med |  | | Wayland | |
| LD Playtest 3 9/29 | 1 | | 0.5 | | 200% | Med |  | | Chasen | |
| LD Playtest 3 9/29 | 1 | | 0.5 | | 200% | Med |  | | John | |
| LD Playtest 3 9/29 | 1 | | 0.5 | | 200% | Med |  | | Leland | |
|  |  | |  | |  |  |  | |  | |
| **Sound** |  | |  | |  |  |  | |  | |
| *No Tasks* |  | |  | |  |  |  | |  | |
|  |  | |  | |  |  |  | |  | |
| **Production** |  | |  | |  |  |  | |  | |
| Update Scrum Boards | 3 | | 3 | | 100% | High |  | | Chris | |
| Create Weekly DVD Backup | 0.25 | | 0.25 | | 100% | High |  | | Chris | |
| Create Weekly DVD Backup | 0.25 | | 0.25 | | 100% | High |  | | Chris | |
| Update Actuals - Day 1 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 2 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 3 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 4 | 1 | | 1.5 | | 67% | High |  | | Chris | |
| Update Actuals - Day 5 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 6 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 7 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 8 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 9 | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Actuals - Day 10 | 1 | | 1 | | 100% | High |  | | Chris | |
| Prepare Milestone Presentation | 1 | | 1 | | 100% | High |  | | Chris | |
| Update Product Backlog | 1 | | 5 | | 20% | High |  | | Chris | |
| Update ADP | 3 | | 3 | | 100% | High |  | | Chris | |
| Update Asset Database | 1 | | 1 | | 100% | High |  | | Chris | |
| Milestone Presentations | 1 | | 0 | | 0% | High | cut (double) | | Chris | |
| Production Meetings | 3 | | 5 | | 60% | Med |  | | Chris | |
|  |  | |  | |  |  |  | |  | |
| Update Documents | 6 | | 6 | | 100% | High |  | | Evan | |
| Playtesting | 9 | | 9 | | 100% | High |  | | Evan | |
| Design Meetings | 9 | | 9 | | 100% | High |  | | Evan | |
|  |  | |  | |  |  |  | |  | |
| Playtesting | 5 | | 3 | | 167% | High |  | | Terrence | |
| Updating Documents | 5 | | 3 | | 167% | High |  | | Terrence | |
| Meetings | 5 | | 5 | | 100% | High |  | | Terrence | |
|  |  | |  | |  |  |  | |  | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Chris | |
| Sprint Backlog Planning | 3 | | 3 | | 100% | High |  | | Evan | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Will | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Derek | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Terrence | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | John | |
| Sprint Backlog Planning | 3 | | 3 | | 100% | High |  | | Wayland | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Chasen | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Leland | |
| Sprint Backlog Planning | 3 | | 2 | | 150% | High |  | | Eddie | |
| Sprint Backlog Planning | 3 | | 3 | | 100% | High |  | | Tony | |
| Sprint Backlog Planning | 3 | | 3 | | 100% | High |  | | Xiang | |
|  |  | |  | |  |  |  | |  | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Chris | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Evan | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Will | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Derek | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Terrence | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | John | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Wayland | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Chasen | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Leland | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Eddie | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Tony | |
| Milestone Presentations & Sprint Review/Planning | 3 | | 3 | | 100% | High |  | | Xiang | |

Figure 23: Sprint 4: Vertical Slice (Actuals)

## Sprint 5 – Alpha (Actuals)



Figure 24: Milestone 5 Overview

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Not Finished/Moved to Next Milestone | | | | |
|  |  |  |  |  |  |  |
| **Tasks** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
|  |  |  |  |  |  |  |
| **Programming** |  |  |  |  |  |  |
| Installer | 3 | 3 | 0% | High |  | Tony |
| Main Menu, Alpha | 3 | 3 | 0% | High |  | Tony |
| Splash Screens, Alpha | 3 | 3 | 0% | Medium |  | Tony |
| Final Screen, Alpha | 3 | 3 | 0% | Medium |  | Tony |
| Pause Screen, Alpha | 6 | 6 | 0% | Medium |  | Tony |
| Bug Fixing | 6 | 6 | 0% | Medium |  | Tony |
| Polish | 6 | 6 | 0% | Low |  | Tony |
| Level End Screen Framework | 3 | 3 | 0% | High |  | Eddie |
| Level End Screen Impl | 3 | 3 | 0% | High |  | Eddie |
| HUD Art integration | 3 | 6 | 0% | High |  | Eddie |
| Bug Testing | 3 | 0 | 0% | High | cut | Eddie |
| Documentation | 3 | 0 | 0% | High | cut | Eddie |
| Meetings | 3 | 4 | 0% | High |  | Eddie |
| Polish for Milestone | 3 | 6 | 0% | Medium |  | Eddie |
| Playtesting Tweaks | 3 | 0 | 0% | High | cut | Eddie |
| Bug Fixes | 3 | 5 | 0% | High |  | Eddie |
| Polish Shaders | 3 | 0 | 0% | Medium | cut | Eddie |
| Polish HUD |  | 3 | 0% | Medium |  | Eddie |
| integrate animations | 3 | 3 | 0% | High |  | Xiang |
| integrate particles&characters | 3 | 3 | 0% | High |  | Xiang |
| level transitions(1) | 3 | 0 | 0% | High | cut | Xiang |
| level transitions(2) | 3 | 0 | 0% | High | cut | Xiang |
| loading screen(1) | 3 | 0 | 0% | High | cut | Xiang |
| loading screen(2) | 3 | 0 | 0% | High | cut | Xiang |
| trailing particles for protagonist on max synth level(1) | 3 | 3 | 0% | High |  | Xiang |
| trailing particles for protagonist on max synth level(2) | 3 | 3 | 0% | High |  | Xiang |
| bug fix animation blending(1) | 3 | 3 | 0% | High |  | Xiang |
| bug fix animation blending(2) | 3 | 3 | 0% | High |  | Xiang |
| bug fix mechanics |  | 6 | 0% | High |  | Xiang |
| Playtesting Tweaks |  | 3 | 0% | Medium | added | Xiang |
| Polish |  | 3 | 0% | Medium | added | Xiang |
|  |  |  |  |  |  |  |
| **Art** |  |  |  |  |  |  |
| Particle Trail |  | 4 | 0% | High | Add | Chris |
| Particle Level Up |  | 3 | 0% | High | Add | Chris |
| Particle Level Down |  | 0.5 | 0% | High | Add | Chris |
| Space Comet Platform Material 64x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Comet Platform Material 128x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Comet Platform Material 256x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Nebula Platform Material 64x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Nebula Platform Material 128x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Nebula Platform Material 256x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Asteroid Platform Material 64x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Asteroid Platform Material 128x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Asteroid Platform Material 256x | 0.5 | 0.5 | 0% | High |  | Derek |
| Field Fence Platform Static Mesh 64x | 1 | 1 | 0% | High |  | Derek |
| Field Fence Platform Static Mesh 128x | 1 | 1 | 0% | High |  | Derek |
| Field Fence Platform Static Mesh 256x | 1 | 1 | 0% | High |  | Derek |
| Field Fence Platform Material 64x | 0.5 | 0.5 | 0% | High |  | Derek |
| Field Fence Platform Material 128x | 0.5 | 0.5 | 0% | High |  | Derek |
| Field Fence Platform Material 256x | 0.5 | 0.5 | 0% | High |  | Derek |
| Space Spacestation Platform Static Mesh 64 | 1 | 1 | 0% | High |  | Derek |
| Space Spacestation Platform Static Mesh 128x | 1 | 1 | 0% | High |  | Derek |
| Space Spacestation Platform Static Mesh 256x | 1 | 1 | 0% | High |  | Derek |
| Space Comet Platform Static Mesh 64x | 1 | 0.5 | 0% | High |  | Derek |
| Space Comet Platform Static Mesh 128x | 1 | 0.5 | 0% | High |  | Derek |
| Space Comet Platform Static Mesh 256x | 1 | 1 | 0% | High |  | Derek |
| Space Nebula Platform Static Mesh 64x | 1 | 1 | 0% | High |  | Derek |
| Space Nebula Platform Static Mesh 128x | 1 | 1 | 0% | High |  | Derek |
| Space Nebula Platform Static Mesh 256x | 1 | 1 | 0% | High |  | Derek |
| Space Asteroid Platform Static Mesh 64x | 1 | 0.5 | 0% | High |  | Derek |
| Space Asteroid Platform Static Mesh 128x | 1 | 0.5 | 0% | High |  | Derek |
| Space Asteroid Platform Static Mesh 256x | 1 | 0.5 | 0% | High |  | Derek |
| Space Spacestation Platform Material 64x | 0.5 | 0.25 | 0% | High |  | Derek |
| Space Spacestation Platform Material 128x | 0.5 | 0.25 | 0% | High |  | Derek |
| Space Spacestation Platform Material 256x | 0.5 | 0.25 | 0% | High |  | Derek |
| Space Planet Vector Material | 1 | 1 | 0% | High |  | Derek |
| Space Nebula Vector Material | 1 | 1 | 0% | High |  | Derek |
| Space Galaxy Vector Material | 1 | 1 | 0% | High |  | Derek |
| Space Spacestation Vector Material | 1 | 1 | 0% | High |  | Derek |
| Field Vector Daisies Material | 0.5 | 0.5 | 100% | High |  | Derek |
| Forest River Vector Material | 1 | 0 | 0% | High | cut | Derek |
| Field Butterflies Vector Material | 1 | 0 | 0% | High | cut | Derek |
| Field Grass Vector Material | 1 | 1 | 100% | High |  | Derek |
| Loading Movie |  | 3 | 0% | High | Add | Derek |
| HUD Revisions |  | 3 | 0% | High | Add | Derek |
| Forest BSP 1 | 1 | 1 | 0% | High |  | Terrence |
| Forest BSP 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Forest BSP 3 | 1 | 0.5 | 0% | High |  | Terrence |
| Forest Terrain 1 | 1 | 0.5 | 0% | High |  | Terrence |
| Forest Terrain 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 1 | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 3 | 1 | 0.5 | 0% | High |  | Terrence |
| Field Terrain 1 | 1 | 0.5 | 0% | High |  | Terrence |
| Field Terrain 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 1 | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 3 | 1 | 0.5 | 0% | High |  | Terrence |
| Space Terrain 1 | 1 | 0.5 | 0% | High |  | Terrence |
| Space Terrain 2 | 1 | 0.5 | 0% | High |  | Terrence |
| Barn Mesh |  | 4 | 0% | High |  | Terrence |
| Intro SynLevel 02 cinematic |  | 1 | 0% | High |  | Terrence |
| Forest Branch Platform Static Mesh 64x | 1 | 0.5 | 0% | High |  | Will |
| Forest Branch Platform Static Mesh 128x | 1 | 1 | 0% | High |  | Will |
| Forest Branch Platform Static Mesh 256x | 1 | 0.5 | 0% | High |  | Will |
| Forest Treetop Platform Static Mesh 64x | 1.5 | 0.5 | 0% | High |  | Will |
| Forest Treetop Platform Static Mesh 128x | 1 | 0.5 | 0% | High |  | Will |
| Forest Treetop Platform Static Mesh 256x | 1 | 1 | 0% | High |  | Will |
| Forest Leaf Platform Static Mesh 64x | 1 | 0.5 | 0% | High |  | Will |
| Forest Leaf Platform Static Mesh 128x | 1 | 1 | 0% | High |  | Will |
| Forest Leaf Platform Static Mesh 256x | 1 | 0 | 0% | High | cut | Will |
| Forest Branch Platform Material 64x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Branch Platform Material 128x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Branch Platform Material 256x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Treetop Platform Material 64x | 0.5 | 1 | 0% | High |  | Will |
| Forest Treetop Platform Material 128x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Treetop Platform Material 256x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Leaf Platform Material 64x | 0.5 | 0.75 | 0% | High |  | Will |
| Forest Leaf Platform Material 128x | 0.5 | 0 | 0% | High | cut | Will |
| Forest Leaf Platform Material 256x | 0.5 | 0 | 0% | High | cut | Will |
| Forest Portal Platform Vine Material | 1 | 0 | 0% | High | cut | Will |
| Forest Portal Platform Vine Particle | 2 | 0 | 0% | High | cut | Will |
| Field Portal Platform Dust Dune Material | 1 | 0.5 | 0% | High |  | Will |
| Field Portal Platform Dust Dune Particle | 2 | 0.5 | 0% | High |  | Will |
| Space Portal Platform Planetary Ring Materal | 1 | 1 | 0% | High |  | Will |
| Space Portal Platform Planetary Ring Particle | 2 | 2 | 0% | High |  | Will |
| Forest Fireflies Vector Material | 1 | 1 | 0% | High |  | Will |
| Forest Waterfall Particle | 1 | 1 | 0% | High |  | Will |
| Forest Waterfall Particle Material | 1 | 0.5 | 0% | High |  | Will |
| Field Barn Vector Material | 1 | 0 | 0% | High | cut | Will |
| Field Dandelions Particle | 1 | 0 | 0% | High | cut | Will |
| Field Dandelions Particle Material | 1 | 0 | 0% | High | cut | Will |
| Field Sunflower Vector Material | 1 | 1 | 0% | High |  | Will |
| Scrum Board Update |  | 3 | 0% | High | Add | Will |
| Scrum Board Update |  | 3 | 0% | High | Add | Will |
| Particle Help |  | 1 | 0% | Med | Add | Will |
| Level Up/Level Down Particle Tweaks |  | 0.5 | 0% | Med | Add | Will |
| Platform Fixes & Implementation |  | 0.5 | 0% | High | Add | Will |
| Static Mesh Tree |  | 1.5 | 0% | High | Add | Will |
| Butterfly particle |  | 2 | 0% | High | Add | Will |
|  |  |  |  |  |  |  |
| **Level Design** |  |  |  |  |  |  |
| Create Mock Up Assets Level 1 | 4 | 3 | 0% | High |  | Chasen |
| Create Mock Up Assets Level 2 | 4 | 4 | 0% | High |  | Chasen |
| Create Mock Up Assets Level 4 | 4 | 3 | 0% | High |  | Chasen |
| Import Art Assets Level 1 | 4 | 4 | 0% | High |  | Chasen |
| Import Art Assets Level 2 | 4 | 1 | 0% | High |  | Chasen |
| Import Art Assets Level 4 | 4 | 1 | 0% | High |  | Chasen |
| Level 3 Scripting Changes | 6 | 2 | 0% | High |  | Chasen |
| Level 1 Tutorial |  | 6 | 0% | High |  | Chasen |
| Place Vector Planets |  | 1 | 0% | High | Reassigned | Chasen |
| Place Vector Galaxies |  | 1 | 0% | Med | Reassigned | Chasen |
| Place Vector Nebulae |  | 1 | 0% | Med | Reassigned | Chasen |
| Place Space Station |  | 1 | 0% | Med | Reassigned | Chasen |
| Fix Text for intro/tutorial |  | 1 | 0% | High | Added | Chasen |
| Testing level transitions |  | 1 | 0% | High | Added | Chasen |
| Shippable Geometry | 5 | 5 | 0% | High |  | John |
| Shippable Portals | 4 | 4 | 0% | High |  | John |
| Shippable Script Platforms | 4 | 4 | 0% | High |  | John |
| Shippable Placement Vector Butterflies | 1 | 1 | 0% | High |  | John |
| Shippable Placement Vector Cattails | 1 | 1 | 0% | High |  | John |
| Shippable Placement Vector Grass | 1 | 1 | 0% | High |  | John |
| Shippable Placement Vector Windmill | 1 | 1 | 0% | High |  | John |
| Shippable Matinee/Script transition Vector Butterflies | 2 | 1 | 0% | High |  | John |
| Shippable Matinee/Script transition Vector Cattails | 2 | 2 | 0% | High |  | John |
| Shippable Matinee/Script transition Vector Grass | 2 | 1 | 0% | High |  | John |
| Shippable Matinee/Script transition Vector Windmill | 2 | 1 | 0% | High |  | John |
| Shippable Terrain Improvement | 2 | 2 | 0% | High |  | John |
| Major bug Fixes v 1 | 1 | 1 | 0% | High |  | John |
| Shippable Lighting | 2 | 2 | 0% | High |  | John |
| Level 2 Optimization |  | 3 | 0% | Med |  | John |
| Shippable Geometry | 6 | 9 | 0% | High |  | Leland |
| Shippable Script Platforms | 12 | 12 | 0% | High |  | Leland |
| Shippable Script Portal Area01 to Area02 | 2 | 2 | 0% | High |  | Leland |
| Shippable Script Portal Area02 to Area03 | 2 | 2 | 0% | High |  | Leland |
| Place Vector Planets | 1 | 0 | 0% | High | Reassigned | Leland |
| Place Vector Galaxies | 1 | 0 | 0% | Med | Reassigned | Leland |
| Place Vector Nebulae | 1 | 0 | 0% | Med | Reassigned | Leland |
| Place Space Station | 1 | 0 | 0% | Med | Reassigned | Leland |
| Mock-up matinee/transition scripting for vector assets | 2 | 2 | 0% | Med |  | Leland |
| Major bug Fixes v 1 | 1 | 3 | 0% | High |  | Leland |
| Playtesting | 1 | 0 | 0% | High | cut | Leland |
| Shippable Geometry & Platform Placement | 3 | 2 | 0% | High |  | Wayland |
| Shippable Plaform Movement | 3 | 5 | 0% | High |  | Wayland |
| Functional Trees Transition (Level 1) | 3 | 2 | 0% | High |  | Wayland |
| Functional Mushrooms Transition (Level 2) | 3 | 2 | 0% | High |  | Wayland |
| Functional Fireflies Tranition (Level 3) | 3 | 2 | 0% | High |  | Wayland |
| Shippable Skybox Transitions | 3 | 1 | 0% | Med |  | Wayland |
| Shippable Lighting Transitions | 3 | 1 | 0% | Med |  | Wayland |
| Functional Terrain | 6 | 4 | 0% | High |  | Wayland |
| Bug Fixes | 3 | 2 | 0% | High |  | Wayland |
| Tutorial Area |  | 7 | 0% | High |  | Wayland |
| Replace Platform Assets |  | 2 | 0% | High | Added | Wayland |
|  |  |  |  |  |  |  |
| **Sound** |  |  |  |  |  |  |
| Syn Level Up Sound | 1.5 | 0.75 | 0% | High |  | Evan |
| Syn Level Down Sound | 1.5 | 0.75 | 0% | High |  | Evan |
|  |  |  |  |  |  |  |
| **Production** |  |  |  |  |  |  |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Chasen |
| Update Scrum Boards | 3 | 3.5 | 86% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 1 | 1 | 0.5 | 200% | High |  | Chris |
| Update Actuals - Day 2 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 3 | 1 | 1.5 | 67% | High |  | Chris |
| Update Actuals - Day 4 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 5 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 6 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 7 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 8 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 9 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 10 | 1 | 0 | 0% | High | cut | Chris |
| Prepare Milestone Actuals | 2 | 1 | 200% | High |  | Chris |
| Prepare Milestone Presentation | 1 | 1 | 100% | High |  | Chris |
| Update Product Backlog | 2 | 2 | 100% | High |  | Chris |
| Format Sprint Backlogs | 3 | 0.75 | 400% | High |  | Chris |
| Production Meetings | 8 | 6 | 133% | Med |  | Chris |
| IGF Submission |  | 3 | 0% | Low | Added | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Derek |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Eddie |
| Playtesting All Levels | 10 | 10 | 0% | Med |  | Evan |
| Design Meetings | 11 | 11 | 0% | Med |  | Evan |
| Update GDD | 6 | 6 | 0% | Med |  | Evan |
| Catalogue Essay |  | 1 | 0% | Low | Moved Up | Evan |
| Intro/Matinee |  | 0.5 | 0% | High | Added | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | John |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Leland |
| Playtesting 1 | 3 | 7 | 0% | Med |  | Terrence |
| Playtesting Feedback 1 | 2 | 4 | 0% | Med |  | Terrence |
| Design Meeting | 4 | 6 | 0% | Med |  | Terrence |
| Update LDD | 6 | 0 | 0% | Med | cut | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Tony |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Wayland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Will |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% | High |  | Xiang |
|  |  |  |  |  |  |  |

Figure 25: Sprint 5 – Alpha (Actuals)

## Sprint 6 – Beta (Actuals)



Figure 26: Alpha Overview

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Not Finished/Moved to Next Milestone | | | | |
|  |  |  |  |  |  |  |
| **Tasks** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
|  |  |  |  |  |  |  |
| **Programming** |  |  |  |  |  |  |
| Installer | 3 | 2 | 150% | High |  | Tony |
| Main Menu, Beta | 3 | 3 | 100% | High |  | Tony |
| Splash Screens, Beta | 3 | 1 | 300% | Medium |  | Tony |
| Final Screen, Beta | 3 | 0 | 0% | Low | Not Fin | Tony |
| Pause Screen, Beta | 3 | 6 | 50% | Medium |  | Tony |
| Polish | 12 | 15 | 80% | Low |  | Tony |
| Meetings | 3 | 3 | 100% | High |  | Eddie |
| Documentation | 3 | 0 | 0% | High | cut | Eddie |
| Bug Fixes | 3 | 6 | 50% | High |  | Eddie |
| Polish for Milestone | 3 | 6 | 50% | High |  | Eddie |
| Bug Testing | 3 | 4 | 75% | High |  | Eddie |
| Polish All Art integration | 3 | 1 | 300% | High |  | Eddie |
| Playtesting Tweaks | 3 | 1 | 300% | High |  | Eddie |
| Test On Multiple Computers | 3 | 0 | 0% | High |  | Eddie |
| Change Font on HUD | 3 | 3 | 100% | Medium |  | Eddie |
| polish ui(1) | 3 | 3 | 100% | High |  | Xiang |
| Add particle event for miss platforms | 3 | 3 | 100% | High |  | Xiang |
| polish general | 3 | 3 | 100% | High |  | Xiang |
| polish character animation(1) | 3 | 3 | 100% | High |  | Xiang |
| polish character animation(2) | 3 | 3 | 100% | High |  | Xiang |
| polish character animation(3) | 3 | 3 | 100% | High |  | Xiang |
| bug fix mechanic | 3 | 3 | 100% | High |  | Xiang |
| bug fix animation | 3 | 3 | 100% | High |  | Xiang |
| bug fix other | 3 | 3 | 100% | High |  | Xiang |
|  |  |  |  |  |  |  |
| **Art** |  |  |  |  |  |  |
| Art Fixes | 24.5 | 24.5 | 100% | High |  | Will |
| Art Fixes | 16.5 | 10 | 165% | High |  | Derek |
| Space Asteroid Belt Particle | 1.5 | 1.5 | 100% | High |  | Will |
| Space Asteroid Belt Particle Material | 1 | 1 | 100% | High |  | Will |
| Poster | 5 | 5 | 0% | High |  | Derek |
| Banner | 5.5 | 8 | 0% | High |  | Derek |
| Forest BSP 1 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Forest BSP 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Forest BSP 3 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Forest Terrain 1 Polish | 1 | 1.5 | 0% | High |  | Terrence |
| Forest Terrain 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 1 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Field BSP 3 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Field Terrain 1 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Field Terrain 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 1 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Space BSP 3 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Space Terrain 1 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Space Terrain 2 Polish | 1 | 0.5 | 0% | High |  | Terrence |
| Turbine Body Static Mesh + Material |  | 4.5 | 0% | Med |  | Terrence |
| Turbine Body Static Mesh + Material |  | 4.5 | 0% | Med |  | Terrence |
| Fixing Dust Dune |  | 1.5 | 0% | High | Add | Chris |
| Glowing Outline Particle for Pics |  | 0.5 | 0% | Low | Add | Chris |
| Space Portal Particle |  | 2 | 0% | Med | Add | Chris |
| Synth Material Swap Test |  | 2 | 0% | Med | Add | Chris |
| Spaceship Model/Texture |  | 4 | 0% | Med | Add | Evan |
| Create Unsynth Materials for Sky Level |  | 1 | 0% | High | Add | Terrence |
| Forest Portal Particle |  | 2 | 0% | High | Add | Chris |
| Space NotThere Portal |  | 1 | 0% | High | Add | Chris |
| Make Synthed Materials Emissive |  | 2 | 0% | High | Add | Chris |
| Material Syn Swaps for Level 3 |  | 1 | 0% | High | Add | Chris |
| Story Screen - Intro |  | 4 | 0% | Med | Add | Derek |
|  |  |  |  |  |  |  |
| **Level Design** |  |  |  |  |  |  |
| **Forest Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Final Geometry & Platform Placement | 1.5 | 2 | 75% | High |  | Wayland |
| Final Plaform Movement | 1.5 | 3 | 50% | High |  | Wayland |
| Shippable Trees Transition (Level 1) | 3 | 2 | 150% | High |  | Wayland |
| Shippable Mushrooms Transition (Level 2) | 3 | 2 | 150% | High |  | Wayland |
| Shippable Fireflies Tranition (Level 3) | 3 | 2 | 150% | High |  | Wayland |
| Polished Lighting Transitions | 1.5 | 1.5 | 100% | Low |  | Wayland |
| Polished Skybox Transitions | 1.5 | 1.5 | 100% | Low |  | Wayland |
| Shippable Terrain | 6 | 3 | 200% | Med |  | Wayland |
| Bug Fixes | 6 | 4 | 150% | High |  | Wayland |
| Replace Platforms |  | 1 | 0% | High | Added | Wayland |
| Readjust Platforms |  | 5 | 0% | Med | Added | Wayland |
| **Field Level** |  |  |  |  |  |  |
| Shippable Geometry | 2 | 2 | 100% | Med |  | John |
| Shippable Implementation of Skybox | 1 | 1 | 100% | Low |  | John |
| Shippable Lighting Synesthetic all levels | 3 | 5 | 60% | Med |  | John |
| Shippable Matinee/Script transition Vector Butterflies | 5 | 4 | 125% | Med |  | John |
| Shippable Matinee/Script transition Vector Cattails | 5 | 5 | 100% | Med |  | John |
| Shippable Matinee/Script transition Vector Grass | 5 | 5 | 100% | Med |  | John |
| Shippable Matinee/Script transition Vector Windmills | 4 | 3 | 133% | Med |  | John |
| Major bug Fixes v 1 | 1 | 1 | 100% | High |  | John |
| Minor bug Fixes v 1 | 1 | 1 | 100% | High |  | John |
| **Space Level** |  |  |  |  |  |  |
| *Interactive Layer* |  |  |  |  |  |  |
| Final Geometry | 4 | 4 | 100% | High |  | Leland |
| Final Script Platforms | 6 | 9 | 67% | High |  | Leland |
| Final Script Portal Area01 to Area02 | 1 | 1 | 100% | High |  | Leland |
| Final Script Portal Area02 to Area03 | 1 | 1 | 100% | High |  | Leland |
| Matinee Vector Planets | 3 | 3 | 100% | High |  | Leland |
| Matinee Vector Galaxies | 3 | 0 | 0% | Med | cut | Leland |
| Matinee Vector Nebulae | 3 | 0 | 0% | Med | cut | Leland |
| Matinee Space Stations | 3 | 3 | 100% | Med |  | Leland |
| Major bug Fixes v 2 | 2 | 2 | 100% | High |  | Leland |
| Playtesting | 1 | 1 | 100% | High |  | Leland |
| Space Re-import Assets |  | 1 | 0% | High | Added | Leland |
| asteroid Belt Particle and Placement |  | 2 | 0% | Med | Added | Leland |
|  |  |  |  |  |  |  |
| Script Vector Assets Level 1 | 3 | 1.5 | 200% | Med |  | Chasen |
| Script Vector Assets Level 2 | 3 | 1.5 | 200% | Med |  | Chasen |
| Script Vector Assets Level 4 | 3 | 3 | 100% | Med |  | Chasen |
| Matinee Vector Assets Level 1 | 4 | 4 | 100% | Med |  | Chasen |
| Matinee Vector Assets Level 2 | 4 | 4 | 100% | Med |  | Chasen |
| Matinee Vector Assets Level 4 | 4 | 4 | 100% | Med |  | Chasen |
| Polish visuals level 3 | 6 | 2 | 300% | Med |  | Chasen |
| Wall Jump Tutorial |  | 7 | 0% | High | Added | Chasen |
|  |  |  |  |  |  |  |
| Level Start Up transitions - All Levels |  | 5 | 0% | High |  | Evan |
|  |  |  |  |  |  |  |
| **Sound** |  |  |  |  |  |  |
| *No Tasks* |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| **Production** |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Update Scrum Boards | 3 | 3 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0 | 0% | High | cut | Chris |
| Create Weekly DVD Backup | 0.25 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 1 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 2 | 1 | 1.5 | 67% | High |  | Chris |
| Update Actuals - Day 3 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 4 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 5 | 1 | 0.5 | 200% | High |  | Chris |
| Update Actuals - Day 6 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 7 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 8 | 1 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 9 | 1 | 0 | 0% | High | cut | Chris |
| Prepare Actuals for Turn-In | 2 | 1 | 200% | High |  | Chris |
| Prepare Milestone Presentation | 1 | 0.5 | 200% | High |  | Chris |
| Update Product Backlog | 1 | 1 | 100% | High |  | Chris |
| Update ADP | 2 | 0 | 0% | High | cut | Chris |
| Production Meetings | 8 | 4 | 200% | High |  | Chris |
|  |  |  |  |  |  |  |
| Playtesting All Levels | 10 | 10 | 0% | High |  | Evan |
| Catalogue Essay | 4 | 0 | 0% | High | Moved Up | Evan |
| Wiki | 3 | 0 | 0% | High | cut | Evan |
| Design Meetings | 6 | 6 | 0% | High |  | Evan |
| Portfolio Submission | 4 | 2 | 0% | High |  | Evan |
|  |  |  |  |  |  |  |
| Playtesting 1 | 2 | 3 | 0% | Med |  | Terrence |
| Playtesting Feedback 1 | 1 | 1.5 | 0% | Med |  | Terrence |
| Design Meeting | 4 | 4 | 0% | Med |  | Terrence |
| Update LDD | 5 | 0 | 0% | Med | cut | Terrence |
|  |  |  |  |  |  |  |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Will |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Derek |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | John |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Wayland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Chasen |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Leland |
| Milestone Presentations & Sprint Review/Planning | 3 | 0 | 0% |  |  | Eddie |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Tony |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Xiang |
|  |  |  |  |  |  |  |

Figure 27: Sprint 6 – Beta (Actuals)

## Sprint 7 – RTM (Actuals)



Figure 28: Beta Overview

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Not Finished/Moved to Next Milestone | | | | |
|  |  |  |  |  |  |  |
| **Tasks** | **Estimate** | **Actual** | **Accuracy** | **Priority** | **Status** | **Assigned To:** |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Installer | 3 | 3 | 100% | High |  | Tony |
| Intro story screen | 3 | 1.5 | 200% | High |  | Tony |
| Ending story screen | 3 | 1.5 | 200% | High |  | Tony |
| Polish | 3 | 3 | 100% | Med |  | Tony |
| Bug fixing menus | 3 | 6 | 50% | High |  | Tony |
| Bug Fixes | 3 | 3 | 100% | High |  | Eddie |
| Finalize Documentation | 3 | 0 | 0% | High | moved | Eddie |
| Build Final Disc | 3 | 0 | 0% | High | cut | Eddie |
| Cook final packages |  | 3 | 0% | High | added | Eddie |
| Meetings |  | 3 | 0% | Med | added | Eddie |
| Aggregate all assets | 3 | 3 | 100% | High |  | Eddie |
| Final Polishing Before Release | 3 | 3 | 100% | High |  | Eddie |
| bug fix general(1) | 3 | 3 | 100% | High |  | Xiang |
| bug fix general(2) | 3 | 3 | 100% | High |  | Xiang |
| bug fix general (3) | 3 | 3 | 100% | High |  | Xiang |
| Playtesting (1) | 3 | 3 | 100% | High |  | Xiang |
| Playtesting (2) | 3 | 3 | 100% | High |  | Xiang |
|  |  |  |  |  |  |  |
| **Art** |  |  |  |  |  |  |
| Ending Screen | 6 | 7.5 | 80% | High |  | Derek |
| Manual | 6 | 7.5 | 80% | High |  | Derek |
| DVD Label | 3 | 0 | 0% | High | reassigned | Derek |
| DVD Case | 6 | 6 | 100% | High |  | Will |
| Trailer | 9 | 9 | 100% | High | not finished | Will |
| DVD Label |  | 1 | 0% | High | Added | Will |
| Particle Explosions Fix |  | 3 | 0% | High |  | Chris |
| Leaf Particle |  | 1.25 | 0% | High |  | Chris |
|  |  |  |  |  |  |  |
| **Level Design** |  |  |  |  |  |  |
| **Forest Level** |  |  |  |  |  |  |
| *Foreground/Background Layer* |  |  |  |  |  |  |
| Polished Trees Transition (Level 1) | 1 | 1 | 100% | Med |  | Wayland |
| Polished Mushrooms Transition (Level 2) | 1 | 1 | 100% | Med |  | Wayland |
| Polished Fireflies Tranition (Level 3) | 1 | 1 | 100% | Med |  | Wayland |
| Polish Caterpillars | 3 | 3 | 100% | Med |  | Wayland |
| *General* |  |  |  |  |  |  |
| Polish BSP Textures | 3 | 3 | 100% | High |  | Wayland |
| Polished Terrain | 1 | 1 | 100% | Med |  | Wayland |
| Bug Fixes | 2 | 2 | 100% | High |  | Wayland |
| Optimization Pass | 3 | 3 | 100% | High |  | Wayland |
| **Field Level** |  |  |  |  |  |  |
| Final Geometry | 2 | 2 | 100% | Med |  | John |
| Final Script Portal Platforms | 2 | 2 | 100% | Med |  | John |
| Final Script Platforms | 2 | 1 | 200% | Med |  | John |
| Final Matinee/Script Vector Transitions | 2 | 4 | 50% | Med |  | John |
| Final Lighting | 1 | 1 | 100% | Med |  | John |
| Bug Fixing | 6 | 5 | 120% | High |  | John |
| **Space Level** |  |  |  |  |  |  |
| Fix Bugs | 4 | 6 | 67% | High |  | Leland |
| Polish Matinees | 5 | 3 | 167% | Med |  | Leland |
| Polish Scripting | 3 | 3 | 100% | Med |  | Leland |
| Polish Non-Interactive Geo | 3 | 3 | 100% | Med |  | Leland |
|  |  |  |  |  |  |  |
| Final Matinee Tweaks Level 1 | 3 | 3 | 100% | Med |  | Chasen |
| Final Matinee Tweaks Level 2 | 3 | 3 | 100% | Med |  | Chasen |
| Final Matinee Tweaks Level 4 | 3 | 3 | 100% | Med |  | Chasen |
| Final Visual Polish Level 3 | 3 | 3 | 100% | Med |  | Chasen |
| Bug Fixing - Level 3 | 3 | 3 | 100% | High |  | Chasen |
|  |  |  |  |  |  |  |
| **Sound** |  |  |  |  |  |  |
| Bug-fixing sound for Level 2 |  | 2 | 0% | High |  | Evan |
|  |  |  |  |  |  |  |
| **Production** |  |  |  |  |  |  |
| Update Scrum Boards | 2 | 2 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0.25 | 100% | High |  | Chris |
| Create Weekly DVD Backup | 0.25 | 0 | 0% | High | cut | Chris |
| Update Actuals - Day 1 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 2 | 1 | 1 | 100% | High |  | Chris |
| Update Actuals - Day 3 | 1 | 1 | 100% | High |  | Chris |
| Prepare Actuals for Turn-In | 1 | 1 | 100% | High |  | Chris |
| Prepare Milestone Presentation | 1 | 1 | 100% | High |  | Chris |
| Update Product Backlog | 1 | 1 | 100% | High |  | Chris |
| Update ADP | 1 | 0 | 0% | High | moved | Chris |
| Production Meetings | 5.5 | 2.5 | 220% | High |  | Chris |
|  |  |  |  |  |  |  |
| Playtesting All Levels | 7 | 8 | 88% |  |  | Evan |
| Update GDD | 4 | 0 | 0% |  | moved | Evan |
| Design Meetings | 4 | 5 | 80% |  |  | Evan |
|  |  |  |  |  |  |  |
| Playtesting 1 | 3 | 3 | 0% | High |  | Terrence |
| Playtesting Feedback 1 | 1 | 1 | 0% | High |  | Terrence |
| Playtesting 2 | 3 | 3 | 0% | High |  | Terrence |
| Playtesting Feedback 2 | 1 | 1 | 0% | High |  | Terrence |
| Playtesting 3 | 1 | 1 | 0% | High |  | Terrence |
| Playtesting Feedback 3 | 1 | 1 | 0% | High |  | Terrence |
| Help LD's 1 | 1 | 1 | 0% | Med |  | Terrence |
| Help LD's 2 | 1 | 1 | 0% | Med |  | Terrence |
| Design Meetings |  | 3 | 0% | Med | added | Terrence |
| Update LDD | 3 | 0 | 0% | Med | moved | Terrence |
|  |  |  |  |  |  |  |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Chris |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Evan |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Will |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Derek |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Terrence |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | John |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Wayland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Chasen |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Leland |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Eddie |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Tony |
| Milestone Presentations & Sprint Review/Planning | 3 | 3 | 100% |  |  | Xiang |

Figure 29: Sprint 7 – RTM (Actuals)