

DEV PHILOSOPHIES

• DONT LOSE TRACK OF THE GOAL!

- We're trying to build a game and have something for our resumes as fast as possible. We should reuse/repurpose existing objects, scripts, assets, prefabs wherever possible. If there are items (assets, scripts, prefabs, audio) we could use that we know exist, but cost dollars, lets communicate that as soon as it is identified. Cost is not a reason to spend more time recreating (as long as cost is appropriate). As long as our design makes sense and is coherent, product is generally bug free, and we are proud of what we made, **PERFECTION IS NOT THE GOAL!**

• KEEP IT SIMPLE!

- We want a solid design and implementation, we want to prove we can make a coherent game. Lets not get bogged down in over-planning for the future, OR business areas we aren't competent in. If we decide we need more, we will add in later phases.

• GOOD ENOUGH IS GOOD ENOUGH!

- Don't be afraid of iteration. As we scope/execute each sprint, goal should be to check each box. If only the most basic interpretation/intent of the task is met, that is OK. We will build on it in a future sprint.

• BETTER TO HAVE SOMETHING THAN NOTHING!

- If one of the tasks give us trouble, drop it and move on. Once all other tasks in the sprint are complete we can come back to work it, and if necessary rescope and re-plan for following sprint.

• BIG BUGS GET FIXED AS PART OF THE TASK!

- If there's a problem in the code that is identified while we're building, and it is breaking the game, we must fix before we check the task complete. Small bugs that don't impact user heavily can be left, but tracked to be handled in later sprints.

DEV SPRINTS CREATE COMBAT SCENE 1 (LEVEL 1)

SPRINT 1 // DATES: June 17 - June 20 (2022)

- Project Setup (URP)
- Player Unit Movement
 - Assert Desired Location for Move
 - Mouse click initiates unit to the desired position
- Animate Movement to visually indicate a state change
- Ability to Select between two units
- Individually move units
- Camera Functionality
 - Move, Rotate, Zoom
- Grid System Creation
 - Validate unit movement
 - Unit is unable to move outside of grid and onto occupied spaces
 - Rotate unit
 - Visually display units' movement access on grid
- Action System Creation
 - Create Movement Action
 - Create Spin Action
- Action UI Buttons Creation

SPRINT 2 // DATES: June 20 - June 23 (2022)

- Game and UI Managers
 - Main Menu
 - Ability to pause game
 - Battle Restart
- Turn Management System
- Player Assert Desired Action
- End Turn Button Functionality
- Action UI Button Functionality
- Shoot Ability
- Projectile
- Enemy Unit without AI
- Health System
- Health Bar and Action Points Indicator
- PC1 Mid Range ACTION 3
 - Assert Desire to Use Ability
 - Assert Desired Target for Ability
 - Ability Initiation
 - Ability Result

SPRINT 3 // DATES: June 23 - June 27, 2022

- 2d Asset Exploration
- Enemy AI (Pathfinding, Attack)
- Grid Size Exploration (4x7),(9x6)
- PC1 Melee ACTION 2
 - Assert Desire to Use Ability
 - Assert desired Target for Ability
 - Ability Initiation
 - Ability Result

SPRINT 4 // DATES: June 28 - June 30, 2022

- PC1 Long Ranged Skillshot ACTION 1
 - Assert Desire to Use Ability
 - Assert Desired Target for Ability
 - Ability Initiation
 - Projectile Transit and Result

SPRINT 5 // DATES: June 30 - July 7, 2022

- Indication of Ability used
- Add UI Action Icons
- Projectile Destination Indication

Sprint 6 // DATES: July 7, 2022 - July 9, 2022

- Win Condition Screen UI
- Fireball Loop on Fireball Appearance
- Code for Melee Animation

Sprint 7 // DATES: July 7, 2022 - July 14, 2022

- Movement Restraint to 1 action
- Remove last diag movement
- Missing Reference Error Unit Line 68
- Indicator staying on board
- Melee Animation in front of sprite
- Removed alpha clipping
- Melee Sound
- Projectiles can't trigger each other's colliders

Sprint 8 // Dates: July 14, 2022 - July 18, 2022 --- LEVEL 1 COMPLETE

- Restart Level
- Shoot Fireball in more directions

Sprint 9 // Dates: July 18, 2022 - July 21, 2022

- level 1 activation from exploration scene
- Exploration phase character movement

Sprint 10 // Dates: July 21, 2022 - July 25, 2022

- Pathfinding
- Obstacles

Sprint 11 // Dates: July 25, 2022 - July 28, 2022

- Defense Action
- Camera Pan (Horizontal to vertical)
- Intro Cinematic
- Fade Out/In Implemented between scene changes
- Skillshot Obstacles Colliding
- Unit rotates where Skillshot is cast
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Sprint 12 // Dates: July 29, 2022 - Aug 4, 2022

- Game Logic Prefab
- Level 2 Grid Insertion and QA
- Level 2 teleport
- Character spawn back into explore 1 after level 1
- Intro cinematic boolean
- Level 2 Obstacle Not registering Investigation
- Level 3 Grid Insertion

NARRATIVE / DESIGN SPRINTS CREATE COMBAT SCENE 1 (LEVEL 1)

SPRINT 1 // DATES: June 17 - June 20 (2022)

- Document Narrative for Exploration and Combat Scenes
 - Opening Dialogue/Call To Action
 - Combat 1 Goal and Reward Dialogue
 - Combat 2 Goal and Reward Dialogue
 - Combat 3 Goal and Reward Dialogue
 - Game End Dialogue

SPRINT 2 // DATES: June 20 - June 23 (2022)

- Pick Asset Package and Level 1 Characters
- Procure Assets
- Action Selections
 - Begin thoughts on future level actions

SPRINT 3 // DATES: June 23 - 27, 2022

- Level 1 Environment Planning
 - Demo Layout
- Icon Skill Selection
- Projectile Sprite Selection for Abilities
- Potential 3d Projectile selections as backup
- Enemy 2d Assets Procurement and Provision

SPRINT 4 // DATES: June 28 - 30, 2022

- Explore Shading/Blending/Bloom for Exploration Phase (overworld)
- Expand Terrain, Fill in foliage, explore invisible walls
- Audio for Overworld

SPRINT 5 // DATES: June 30 - July 7, 2022

- Add to aesthetic for level 1
- add audio for level 1

Sprint 6 // DATES: July 7, 2022 - July 9, 2022

- animations for attacks
- Audio for melee Attack

Sprint 7 // DATES: July 7, 2022 - July 14, 2022

- UI Assets
 - Main Menu Screen
 - Game Over (You Lose)
 - Win Screen
 - Pause Screen

Sprint 8 // Dates: July 14, 2022 - July 18, 2022 -- LEVEL 1 COMPLETE

- Level 2 Design
- Level 3 Design
- Win Scenario Character Joins your Party Brainstorm
- Add 3d Quest Giver to Explore Scene
- Dialogue Window & Text for Explore Scene

Sprint 9 // Dates: July 18, 2022 - July 21, 2022

- Add Walls to enclose Level 1 and Level 2
- Expand Town Size for Explore and Level 3
- Fix Explore Scene Terrain (remove the desecrations)
- Dialogue for Third Character Acquired

Sprint 10 // Dates: July 21, 2022 - July 25, 2022

- Add Terrain from Exploration Scene
- Create Character Addition NPC
- Create Level 3 Scene
- Insert Enemy NPC into Explore 2 Scene
- NPC Interaction Brainstorm
- Check in with Splash Artist

Sprint 11 // Dates: July 25, 2022 - July 28, 2022

- Cinemachine Dolly Tutorial -- Automated Moving Camera Script Research
- Level 2 Enemy Actions Brainstorm
- Level 3 Enemy Actions Brainstorm
- Inject Pathfinding into Level 2
- Turn all Objects into Obstacles thru Obstacle Layer
- Insert Enemy and Player Units
- Insert Grid

Sprint 11 // Dates: July 25, 2022 - July 28, 2022

- Lighting Fixtures, Decrease Intensity Across Game
- QA Level 1 Skillshot colliders
- Explore 2 and Level 3 Boss Animation Exploration
- Level 2 Obstacle Not registering Investigation

- Health Bar Style
- Action Bar
- Skillshot Obstacle going to Collide / Ranged Attack Obstacle Going to Collide
- Character Unhide Logic to be interacted with to add character to party after level 1 complete