

Games, Animation and VFX Skills – Sprint Goal Planning – Synoptic Project Yr2

Project Title:	Example project 1	Team members:	Nathan May, Olivia Christian, Richard Bloxham, Michael Oremosu	Person(s) completing form:	Nathan May	Sprint Number:	3
Sprint Goal: Explain what you hope to achieve within this sprint; this can be completion of a whole user story, part of a user story, a block out of a level or area, reaching a milestone in your development roadmap, or working through any roadblocks that have been hampering your teams production to date.							
Goal:	The goal of sprint 3 would be continue with the production of our Synoptic Project best we can due to the recent Covid-19 lock down being issued just a few days ago since we will now for the next few remaining sprints, have to resort to working from home. My group and I aim to continue implementing gameplay elements into our game as well as research into including sound and developing animations for 3D asset characters.						
Product backlog: User stories or tasks to be included in goal:							
<ul style="list-style-type: none"> • As a player I would like to see textures in game. To do these models would need to be textured in 3D Coat or Substance Painter. • As a user I would like to see interesting detailed environments. To do this we would need to have a textured and laid out level • As a user I would like to experience new and exciting gameplay. • As a user I would like to see further implementation of our core game mechanics • As a user I would like to see interactable NPCs that add gameplay elements. • As a user I would like to see an established mechanic like climbing. • As a player, I would like to see NPCs with custom animations. 							
How will you measure success?:							

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To measure the success of our sprint, me and my group will constantly check the quality of the work we produce over the course of Sprint 3 production to ensure that work is to a consistent standard.

Date:	22/03/20	Link to blogs:	https://nathanmaygavfx.home.blog/	Link to scrum board (Trello):	https://trello.com/b/DfLV7map/synoptic-project-scrum-board
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