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Sprint 2 Retrospective

What went right?

We made up for our lack of progress from Sprint 1 and we worked really hard to catch up with the rest of the class. During this sprint, we found a clear direction that we want to take our game. The blind platformer is now also themed around horror, which we think makes the game much more interesting. Many improvements have been made to the game over what we had for the Sprint 1 Playtest. Now, the sounds aren't affected by noise distortion, so they are a lot more stable while moving. We added a sprint button so players can run through the game faster. We also added the ability for the player to slide down steep slopes, which will allow for more interesting platforming design. There is now a clear sign that tells the player when they reach a checkpoint in the form of a popup message in the bottom right corner of the screen. Everything else that we have added to the game is additions for Sprint 2. There are now enemies that the player must avoid, which enhances the horror theme, and we added changing fog color to indicate different areas in the level. We will add clearer indications that the player reached new areas later down the line. We also added an ambient sound to spook players as they are platforming across the level, which further enhances the horror theme. This sound will be replaced with our own sound effect later down the line, as our current one is a cave noise from Minecraft. Overall, we have made a lot of progress this sprint, and we plan to continue this momentum going into Sprint 3.

What went wrong?

Our main (and probably only) issue right now is the unequal distribution of work for the game. Right now, we have one level designer, one sound artist, and one programmer. The level designer did next to no work this sprint, the sound artist contributed by providing some sound effects, and the programmer worked on the rest of the game by himself. This includes making sure the game is functional, removing bugs, and keeping a certain level of polish so the game doesn't look and play awfully. We're still proud of the work that we did this sprint, but we feel like we could've done more if the workload was distributed more evenly.

Lessons learned?

The biggest lesson that we learned from this sprint is to not let work pile up if we're behind. If we did that, there would've been so many features that we would've probably had to cut to meet this sprint's deadline. Good thing we didn't let that happen.