

Kraven Manor Sprint Backlog

Milestone Date: 2/13/2013

POCG		METRICS					Note	Assigned To	Summary			
ID	Task	Estimate	Actual	Date Completed	Priority	Status						
0	All Tasks	649.5	639.5									
	Daily Scrums	24	24	-	High	Complete		Team	Sprint Total Hrs.	582	LD Actual Remaining Hrs.	0
	Lead Meetings	6	6	2/5, 2/12	High	Complete		Leads	Sprint Remaining Hrs.	0	Prog. / Prod. Actual Rem. Hrs.	0
	Interteam Lead Specialization Meetings	6	6	2/6, 2/13	High	Complete		Leads	PP Estimated Remaining Hrs.	0.833333	Artist Actual Rem. Hrs.	0
	Milestone Day / Sprint Retrospective	36	36	2/18	High	Complete		Team	Name	Estimate	Actual	Accuracy
	Team Playtest and Bug Fix	48	48	2/16	High	Complete		Team	Ben Roye	60.0	53.0	88%
	Sprint Planning	36	54	2/2	High	Complete		Team	Ben Klingler	57.0	59.0	104%
	Documentation Review with Exec Producer	6	-	-	High	To Vertical Slice		Leads	Whitney Alberter	49.5	47.0	95%
	Peer Evals	6	6	2/5	High	Complete		Team	Dustin Davis	55.5	62.0	112%
23	Administrative								Chih Han Yu	51.0	54.5	107%
	Design the high level story and objective for the entire game	1	1	2/4	High	Complete		Chih Han Yu	Stephen Northcut	3.0	2.0	67%
	Design the high level story and objective for the entire game	1	1	2/4	High	Complete		Nathaniel Slotnick	Leads	18	12	0.666667
	Design the high level story and objective for the entire game	1	1	2/4	High	Complete		Taylor Gammon	Chatchai Wang.	56.5	53.5	95%
	Design the high level story and objective for the entire game	1	1	2/4	High	Complete		Cliff Bell	William Wood	49.0	53.0	108%
	Design the high level story and objective for the entire game	1	1	2/4	High	Complete		Ben Roye	Warsam Osman	73.0	53.5	73%
	Design the high level story and objective for Statue Chapter	2	2	2/4	High	Complete		Chih Han Yu	Michael Viscio	48.0	52.0	108%
	Design the high level story and objective for Statue Chapter	2	2	2/4	High	Complete		Nathaniel Slotnick	Nathaniel Slotnick	48.0	48.5	101%
	Design the high level story and objective for Statue Chapter	2	2	2/4	High	Complete		Taylor Gammon	Cliff Bell	51.0	53.0	104%
	Design the high level story and objective for Statue Chapter	2	2	2/4	High	Complete		Ben Roye	Taylor Gammon	48.0	48.5	101%
	Design the high level story and objective for Statue Chapter	2	2	2/4	High	Complete		Cliff Bell	Team	150	168	1.12
24	Chapter Design								Armando Magallanez	0.0	0.0	#DIV/0!
	Design and build the whitebox of the assigned room	3	3	2/5	High	Complete		Chih Han Yu	Reagan Smith	0.0	0.0	#DIV/0!
	Design and build the whitebox of the assigned room	3	3	2/7	High	Complete		Nathaniel Slotnick	Lead tasks estimate modifier	3	Team tasks estimate modifier	12.5
	Design and build the whitebox of the assigned room	3	3	2/5	High	Complete		Taylor Gammon	Lead tasks actual modifier	2	Team tasks actual modifier	14
	Design and build the whitebox of the assigned room	3	3	2/6	High	Complete		Cliff Bell	Number of Leads	6	Number of Team Members	12
	Design Gameplay for the assign section in Statue Chapter	6	6	2/7	High	Complete		Chih Han Yu				
	Design Gameplay for the assign section in Statue Chapter	6	6	2/11	High	Complete		Nathaniel Slotnick				
	Design Gameplay for the assign section in Statue Chapter	6	9	2/9	High	Complete		Taylor Gammon				
	Design Gameplay for the assign section in Statue Chapter	6	6.5	2/5	High	Complete		Cliff Bell				
	Design Gameplay for the assign section in Statue Chapter	6	0	2/13	High	Canceled		Ben Roye				
	Connect Rooms / Level Streaming	3	3	2/12	High	Complete	Added	Chih Han Yu				
	Build Levels	6	6	2/8	High	Complete		Chih Han Yu				
	Build Levels	6	6	2/7	High	Complete		Nathaniel Slotnick				
	Build Levels	6	3	2/6	High	Complete		Taylor Gammon				
	Build Levels	6	6	2/7	High	Complete		Cliff Bell				
	Create and / or Polish Intro	6	14.5	2/14	Medium	Complete		Ben Roye				
	Create and / or Polish 3D Map for Entryway	2	0	2/13	Medium	Canceled		Ben Roye				
	Clutter and Light Puzzle Area	1.5	-	-	Medium	Canceled		Ben Roye				
	First Pass Test	3	3	2/9	High	Complete		Chih Han Yu				
	First Pass Test	3	2	2/9	High	Complete		Nathaniel Slotnick				
	First Pass Test	3	3	2/12	High	Complete		Taylor Gammon				
	First Pass Polish (Gameplay)	3	9	2/14	High	Complete	Added	Cliff Bell				
	First Pass Polish (Gameplay)	3	3	2/11	High	Complete		Chih Han Yu				
	First Pass Polish (Gameplay)	3	3	2/11	High	Complete		Nathaniel Slotnick				
	First Pass Polish (Gameplay)	3	3	2/13	High	Complete		Taylor Gammon				
	Second Pass Test	3	3	2/13	High	Complete		Chih Han Yu				
	Second Pass Test	3	3	2/13	High	Complete		Nathaniel Slotnick				
	Second Pass Test	3	3	2/14	High	Complete		Taylor Gammon				
	Second Pass Test	3	3	2/11	High	Complete		Cliff Bell				
	Test with Artist	1	1	2/15	Medium	Complete		Chih Han Yu				
	Test with Artist	1	1	2/14	Medium	Complete		Nathaniel Slotnick				
	Test with Artist	1	1.5	2/12	Medium	Complete		Taylor Gammon				
	Test with Artist	1	1	2/12	Medium	Complete		Cliff Bell				
	Second Pass Polish (Visual)	4.5	7.5	2/15	High	Complete		Chih Han Yu				
	Second Pass Polish (Visual)	5	5	2/14	High	Complete		Nathaniel Slotnick				

25	Second Pass Polish (Visual)	5	3	2/15	High	Complete		Taylor Gammon
	Second Pass Polish (Visual)	5	5	2/12	High	Complete		Cliff Bell
	Extra test and polish	2.5	2.5	2/6	High	Complete		Nathaniel Slotnick
	Extra test and polish	2.5	3	2/11	High	Complete		Taylor Gammon
	Extra test and polish	2.5	2.5	2/13	High	Complete		Cliff Bell
Room and Gameplay Building								
26	Find sound effects	6	-	-	High	Canceled		Cliff Bell
	Find and Test Sound FX	8	11	2/11	High	Complete	Added	Ben Roye
SFX								
27	Write Email to Armando with Revisions to First Song	1	1.5	2/5	Medium	Complete		Ben Roye
	Implement / Test First Song with Revisions	1	-	-	Medium	To Vertical Slice		Ben Roye
	Implement / Test Second Song	1	-	-	Low	To Vertical Slice		Ben Roye
Music								
28	Research Best Audio Practices	3	2	2/4	High	Complete		Ben Klingler
	Implement Preliminary Audio System Interface	3	3	2/5	High	Complete		Ben Klingler
Audio Management System								
29	Research "Sucking" Mechanic for kActor	3	2.5	2/5	High	Complete		Ben Klingler
	Implement a Point Where kActors Are Sucked In	3	2.5	2/6	High	Complete		Ben Klingler
	Implement a Suction Flow Path Node System	3	1.5	2/9	High	To Vertical Slice		Ben Klingler
	Investigate Fracturing objects upon hitting Ghost Door	3	3	2/7	High	Complete	Added	Ben Klingler
	Put All Components of Ghost Door Together	3	-	-	High	To Vertical Slice		Ben Klingler
	Linked Room Movement Sounds	0.5	0.5	2/12	Medium	Complete	Added	Ben Klingler
	Door Interaction with Container Links	1.5	1.5	2/12	Medium	Complete	Added	Ben Klingler
Ghost Door Implementation								
30	Reserve Time Custom Kismet Nodes for LDs	3	3	2/12	High	Complete		Ben Klingler
	Reserve Time Playtesting / Bug Fixing	3	12.5	2/16	High	Complete		Ben Klingler
	Reserve Time Assist Other Programmers	6.5	7	2/13	High	Complete		Ben Klingler
	Implement Sprinting	1	1	2/5	High	Complete		Ben Klingler
	Playtest Lucid Dreams	1	-	-	High	Canceled		Ben Klingler
	Reserve Time Playtesting / Bug Fixing	2	2	2/16	High	Complete		Warsam Osman
	Reserve Time Playtesting / Bug Fixing	3	13	2/16	High	Complete		William Wood
	Reserve Time Playtesting / Bug Fixing	5	7.5	2/16	High	Complete		Chatchai Wang.
	Link Sound Assets in Manager	2	2	2/9	Medium	Complete	Added	Ben Klingler
	Playtesting	3	2.5	2/13	Medium	Complete	Added	Ben Roye
	Reserve Time Custom Kismet Nodes for LDs	8.5	11.5	2/14	Medium	Complete		Chatchai Wang.
	Misc.							
31	Research Archetypes	3	1	2/4	High	Complete		Warsam Osman
	Implement Archetypes	3	2	2/4	High	Complete		Warsam Osman
	Polish Statue Rotation / Movement	3	1.5	2/5	High	Complete		Warsam Osman
	Statue Movement and Kismet	3	3	2/7	High	Complete	Added	Warsam Osman
	Statue Grab and Escape	3	3	2/6	High	Complete	Added	Warsam Osman
	Implement Statue Sounds	3	3	2/9	High	Complete		Warsam Osman
	Statue Skeletal Pose Integration	3	3	2/13	High	Complete	Added	Warsam Osman
	Statue Teleportation	3	3	2/11	High	Complete	Added	Warsam Osman
	Statue AI Testing	1	1	2/12	High	Complete	Added	Warsam Osman
	Statue Bugfixing	9	9	2/13	High	Complete	Added	Warsam Osman
	Statue Debugging and Player Grab	2	2	2/5	High	Complete	Added	Warsam Osman
	Design Ghost AI with Designers	3	-	-	High	To Vertical Slice		Warsam Osman
	Stub out Ghost AI Framework	2	-	-	High	To Vertical Slice		Warsam Osman
	Implement / Test Ghost AI	9	-	-	High	To Vertical Slice		Warsam Osman
	Implement AI Possessed Objects	8.5	6	2/12	High	To Vertical Slice		Warsam Osman
Artificial Intelligence								
32	Develop Grid System	3	3	2/5	High	Complete		William Wood
	Load Rooms into Grid	3	3	2/6	High	Complete		William Wood
	Door Snapping for Room Placement	3	2	2/9	High	Complete		William Wood
	Room Placement UI	3	3	2/13	High	Complete		William Wood
	Player Camera Fixing on Table	1	1	7/30	High	Complete	Added	Ben Klingler
	Room Table Interaction	3	3	2/9	High	Complete		William Wood
	Room Table Interaction Camera	3	-	-	High	Canceled		William Wood
	Mini-Model of House Polish	3.5	6	2/13	High	Complete		William Wood
	Mini-Model of House Implementation							
33	Interactable Objects	12	6	2/5	High	Complete		William Wood
	Interactable Objects							
	Camera Shake	2	5	2/6	High	Complete		Chatchai Wang.
	Camera Shake Kismet Node Interface	1	1	2/5	High	Complete		Chatchai Wang.
	Camera Look At	3	4	2/9	High	Complete	Added	Chatchai Wang.

	Attack Overlay	2	1.5	2/4	High	Complete		Chatchai Wang.
	Attack Overlay Kismet Node Interface	1	1	2/5	High	Complete		Chatchai Wang.
	Hand Cursor for Interactable Objects in Flash	2	1.5	2/4	High	Complete		Chatchai Wang.
	Hand Cursor Incorporation into UDK	2	1	2/9	High	Complete		Chatchai Wang.
	Flashlight Lock Kismet Node	1	1	2/7	High	Complete	Added	Chatchai Wang.
	Flashlight shadow fix	0.5	0.5	2/7	Medium	Complete	Added	Chatchai Wang.
	Object Notification HUD	2	2	2/11	High	Complete	Added	Chatchai Wang.
	Joystick Overlay	1	1	2/12	High	Complete	Added	Chatchai Wang.
	Motion Blur	2	-	-	High	Canceled		Chatchai Wang.
34	Sanity System / HUD							
	Localization System	2	-	-	High	To Vertical Slice		Chatchai Wang.
	Find Localization Translator for Language 1	1	0.25	2/4	High	Complete		Ben Roye
	Find Localization Translator for Language 2	1	0.25	2/4	High	Complete		Ben Roye
	Confirm Feasibility of Language 1	1	0.5	2/16	High	Complete		Ben Roye
	Confirm Feasibility of Language 2	1	0.5	2/16	High	Complete		Ben Roye
35	Localization							
	Tips Message Interface	3	0.5	2/9	High	Complete		Chatchai Wang.
	Tips Message System Implementation	3	0.5	2/9	High	Complete		Chatchai Wang.
36	Tips HUD							
	Flash	2	-	-	Medium	To Vertical Slice		Chatchai Wang.
	Implementation	1	-	-	Medium	To Vertical Slice		Chatchai Wang.
37	Splash Screens							
	Statue unwrap	2	2	2/3	High	Complete		Whitney Alberter
	Statue Mudbox	4	4	2/3	High	Complete		Whitney Alberter
	Statue Texture	4	4	2/8	High	Complete		Whitney Alberter
	Statue Polish	2	4	2/12	High	Complete		Whitney Alberter
	Statue Import	1	1	2/10	High	Complete		Whitney Alberter
38	Statue Assets							
	Reflective Marble Floor	2	3	2/12	High	Complete		Michael Viscio
	Stairs Railings Model and Unwrap	3	3	2/4	High	Complete		Michael Viscio
	Stairs Railings Texture and Import	2.5	2.5	2/5	High	Complete		Michael Viscio
	Stairs Model and Unwrap	2	3	2/4	High	Complete		Michael Viscio
	Stairs Texture and Import	2	2	2/5	High	Complete		Michael Viscio
	Cellar Wall Model and Unwrap	1	1	2/12	High	Complete		Michael Viscio
	Cellar Wall Texture and Import	2.5	3	2/12	High	Complete		Michael Viscio
	Wood Pillar Model and Unwrap	3	4	2/11	High	Complete		Michael Viscio
	Wood Pillar Texture and Import	3	2	2/11	High	Complete		Michael Viscio
39	Architectural Assets for MS3							
	Review Navin's Candles	2	-	-	High	To Vertical Slice		Michael Viscio
	Curtains Model	2	3	2/11	High	Complete		Whitney Alberter
	Curtains Mudbox	2	-	-	High	Canceled		Whitney Alberter
	Curtains Texture	2	3	2/11	High	Complete		Whitney Alberter
	Curtains.polish and Import	2	2	2/11	High	Complete		Whitney Alberter
	Cask Model and unwrap	2	2.5	2/7	High	Complete		Michael Viscio
	Cask Texture and Import	1	2	2/8	High	Complete		Michael Viscio
	Shutter Model	2	2	2/12	High	Complete	Added	Whitney Alberter
	Shutter Texture / Import	3	3	2/14	Medium	Complete	Added	Whitney Alberter
	Drawstring/ Chain model	2	2	2/11	High	Complete		Whitney Alberter
	Drawstring/ Chain polish and import	1	1	2/14	High	Complete		Whitney Alberter
40	Environmental Objects							
	4 Cobweb decals	1.5	2.5	2/14	High	Complete		Michael Viscio
	4 Cracks decals	1.5	4	2/6	High	Complete		Dustin Davis
	Decal Normal Map Added	3	3	2/12	High	Complete	Added	Dustin Davis
	4 Dirt Decals	2	4	2/5	High	Complete		Dustin Davis
41	Nastification Decals							
	Art Pass of game levels	3	3	2/15	High	Complete		Michael Viscio
	Art Pass of game levels	3	3	2/15	High	Complete		Michael Viscio
	Art Pass of game levels	3	-	-	High	To Vertical Slice		Whitney Alberter
42	Art Pass of Game Levels							
	Modularization	2	1.5	2/6	High	Complete		Michael Viscio
	Modularization	2	-	-	High	To Vertical Slice		Whitney Alberter
43	Modularization of Existing Models							
	Sprint Backlog Maintenance / Updates	3	1	2/4	High	Complete		Ben Roye
	Kleenex Test Report	2	2	2/13	High	Complete		Dustin Davis
	Sprint Retrospective Report	2	2	2/4	High	Complete		Dustin Davis
	ASG Updates	3	-	-	High	To Vertical Slice		Dustin Davis

44	ADB Updates	3	-	-	High	To Vertical Slice		Dustin Davis
	Scrum Board Updates	3	1	2/4	High	Complete		Ben Royce
	Document Revisions							
	Playtest Kraven Manor	3	3	2/9	High	Complete		Dustin Davis
	Playtest Kraven Manor	3	3	2/11	High	Complete		Dustin Davis
	Playtest Kraven Manor	6	8	2/15	High	Complete		Dustin Davis
	Playtest Lucid Dreams	1	0	2/13	High	Canceled		Ben Klingler
	Playtest Lucid Dreams	1	-	-	High	Canceled		Dustin Davis
	Record Kraven Manor Kleenex Testers	2	1	2/13	High	Complete		Ben Royce
	Playtesting							
46	Art Approval Pass	3	-	-	High	Canceled		Dustin Davis
	Audio design assist	1	3	2/7	Medium	Complete		Dustin Davis
	Puzzle and level design assist	1	3	2/10	Medium	Complete		Dustin Davis
	Cross-Discipline Coordination							
47	HUD and Menu Art	3	-	-	High	Canceled		Dustin Davis
	Decal variations	2.5	1.1	2/14	Medium	Complete		Dustin Davis
	2D Art Assets							