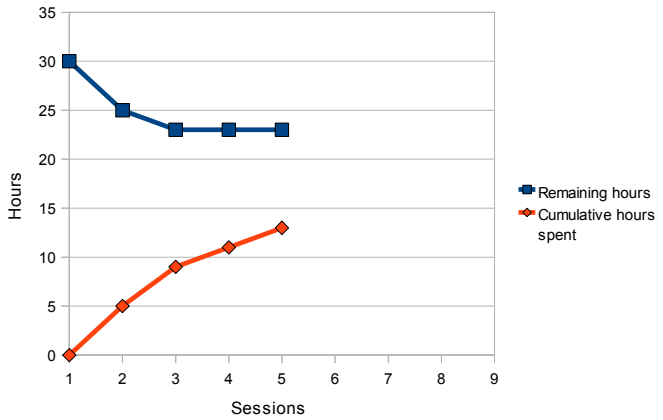
Sprint #6	Re-organization + main character enhancement
Date start	25/10/09
Date end	15/11/09

S#	Story	Task title	Task description	Remaining hours per task									Hours spend per task								
				#0	#1	#2	#3	#4					#1	#2	#3	#4					Total
	Main character	Animations	- Fix animations transitions - Fix weapon pointing at target - Fix crounched animations when wounded - Add kick animation when enemy is too close - Add pain animation - Use the 3DRT girl trooper in place of robomaniac soldier for its easier animation format (added during the sprint)	7	5	4	4	4					2	3	2	2					9
	Main character	Camera management	- Implement camera management ala dead space	5	5	5	5	5													0
	Main character	Model specification	Create a first draft of specification for the main character for contracting a freelance modeler.	3	3	3	3	3													0
	Mission	Tweak the actual mission	Add various small modification for enhancing the current mission: more monsters, another mine shaft, modify the terrain ...etc.	7	4	4	4	4					3								3
	Technical-story	Update user manual	- Update screenshots with actual version - Update existing chapter - Add a chapter about global map	4	4	4	4	4													0
	Technical-story	Update the development process	- Rework the feature list and the product backlog - Define the 1st release like a sprint - Cleanup and simplify the spreadsheet	4	4	3	3	3						1							1
												Total	5	4	2	2	0	0	0	0	13
			Remaining hours	30	25	23	23	23													
			Cumulative hours spent	0	5	9	11	13													



Each session takes place during spare time, on evening for 1 to 4 hours or during week-end for up to an entire day.

This sprint is a miss due to the lack of time and some troubles related to 3D model format, only 13 hours of the 30 planned were performed !!!

Copyright © 2009 by Pat AfterMoon - www.aftermoon.net