

Sprint #7	main character animation and camera management
Date start	22/11/09
Date end	10/01/2010 31/12/2009 13/12/2009 06/12/2009

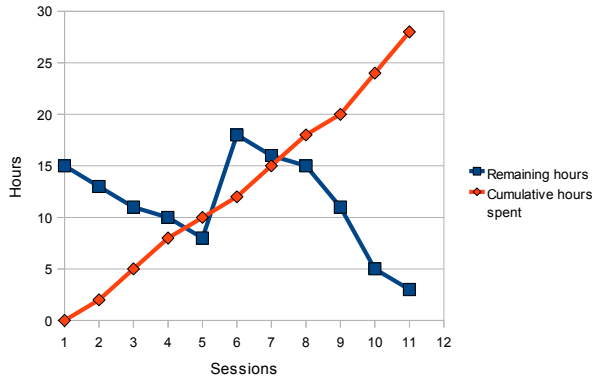
S#	Story	Task title	Task description
	Main character	Animations	<ul style="list-style-type: none"> - Fix animations transitions - Fix weapon pointing at target - Fix crouched animations when wounded - Add kick animation when enemy is too close - Add pain animation - Add reloading animation
	Main character	Camera management	<ul style="list-style-type: none"> - Implement camera management ala dead space
	Technical-story	Switch to C# due to increasing complexity (added during sprint)	<ul style="list-style-type: none"> - Install MS-VisualC# and use it with Unity - Rewrite player and camera management in C# - Rewrite all used UnityScript into C# for compatibility

Remaining hours per task											
#0	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
8	7	6	6	4	4	4	4	4	3	2	
7	6	5	4	4	4	4	4	4	2	1	
					10	8	7	3	0	0	

Hours spend per task												
#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	Total	
1	1	1	2					1	3		9	
1	2	2						2	1		8	
				2	3	3	2	1			11	
Total	2	3	3	2	2	3	3	2	4	4	0	28

Remaining hours	15	13	11	10	8	18	16	15	11	5	3
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Cumulative hours spent	0	2	5	8	10	12	15	18	20	24	28
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Each session takes place during spare time, on evening for 1 to 4 hours or during week-end for up to an entire day.