

Bear Sprint Plan

Update 3 – Sprint 1

9/9 – 9/27



Update 3 Milestone Description

- Players can download, manage, and play Curated Content (CC) through the BEAR and BEAR 2 Menus
- PC Release for Partner launcher
- Players can add their own custom PKG files to their own game and play them on PC
- Anonymous accounts are used to track user data when players don't have a linked Partner.net account
- Quality of Life (QOL) fixes to remain true to the original game and improve user experience

Sprint Deliverables

- PKG Loader
- PKG Downloads
- Menu Updates to Support CC
- Raise Engine Limits
- QOL Fixes
- Build Machine Improvements

Risk Plan

Risk	Current Status	Priority	Mitigation Plan
Reliance on outside feature implementation	MR has taken ownership over the backend for delivering CC. Partner needs to pick certain map packs for CC and vet them.	Medium	Bring MR in for sprint planning to better understand his implementation. Get him more involved with our day-to-day. Bring up CC in phone calls to Partner.
Uncertainty about QOL deliverables	We've discussed potential QOL fixes with MR and understand his list of fixes. We've verified it doesn't interfere with our projected work.	Medium	Share sprint plan with MR and get an understanding of when his fixes will fall, so we can properly QA them on our sprint schedule.
Build Uncertainty	Currently can't kick proper Retail builds from the build machine, and have had trouble with build stability in previous sprints.	Medium	Set aside time to get retail builds running on the build machine, and prioritize build stability for future sprints. Make release branch builds part of our normal pipeline.

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Schedule

Monday	Tuesday	Wednesday	Thursday	Friday
9/9	9/10	9/11	9/12	9/13
TEAM <ul style="list-style-type: none"> Update Planning 	TEAM <ul style="list-style-type: none"> Sprint Planning Sprint Begin 			TEAM <ul style="list-style-type: none"> Build Delivery ENG <ul style="list-style-type: none"> Raise Engine Limits Build Machine Improvements PKG Loader – PS4 DES <ul style="list-style-type: none"> Menu Update Design
9/16	9/17	9/18	9/19	9/20
ENG <ul style="list-style-type: none"> PKG Loader – PC/Mobile 	TEAM <ul style="list-style-type: none"> Build Delivery ENG <ul style="list-style-type: none"> PKG Downloads – Functionality 	ENG <ul style="list-style-type: none"> PKG Loader – XB1 PKG Loader – Switch 		TEAM <ul style="list-style-type: none"> Feature Lock Build Delivery ENG <ul style="list-style-type: none"> Menu Updates PKG Downloads – Front End PKG Loader – Front End DES <ul style="list-style-type: none"> Level Select & Save/Load Menus
9/23	9/24	9/25	9/26	9/27
TEAM <ul style="list-style-type: none"> Bug Fixing QA <ul style="list-style-type: none"> Testing Plan Run 	TEAM <ul style="list-style-type: none"> Bug Fixing Build Delivery QA <ul style="list-style-type: none"> PKG Testing 	TEAM <ul style="list-style-type: none"> Bug Fixing 	TEAM <ul style="list-style-type: none"> Bug Fixing QA <ul style="list-style-type: none"> Testing Plan Run 	TEAM <ul style="list-style-type: none"> Bug Fixing Build Delivery