Sprint 1: Getting Multiplayer to Iterative State

Date	8/6	8/7	8/8	8/9	8/10
ENG		(8) VR Squid Camera Follow	(16) VR P. Character Gamepad (3) Squids fall when spectating (2) P. Character spawning in floor		(8) Squidding Transition (?) VR Wrench Heavy Attack
DES			(?) Culture/Language Menu (4) Remove Objects that can be Squided, but not picked up	(2) Pause/Quit menus (1) Cut health from P. Character UI	(8) Prop Spawners (1) Cut HUD for VR P. Character
ART					
ARK					(?) Sprint Ability (?) Gun and Wrench Updates
TEAM					

Date	8/13	8/14	8/15	8/16	8/17
ENG	(4) Test Squid objects and cut (4) VR P. Character headset Pickup	(12) Ambush Pass VR Squid	(8) UI for game updates (40) VR P. Character ambush teleport (40) XB1 crash	(8) Wrench Animations (4) "Holstering" Weapon	(40) All Squids working with all P. Characters
DES	(12) MP Teleport Blocking Pass		(12) MP Camera Blocking Pass	(12) MP Mantling pass	(?) UI for dramatic game updates (12) MP Nav mesh Pass
ART					
ARK		(?) Limit jump height, Squid (?) Limit jump height while Squided			(?) Squided objects can move on the ground
TEAM					**MP 1st Iteration**

nerve™

Sprint 2: Getting Elephant VR to Iterative State & Second Iteration on Multiplayer

Date	8/20	8/21	8/22	8/23	8/24
ENG	(4) Squid Hit Feedback	(8) Breakable objects (4) Heighten De-Squid event	(16) VR spectating mode	(4) Elephant VR orb scanning issue (4) Off-Navmesh AI Behavior	(40) Private match functionality
DES	(3) Collision on Screens (2) Exit to main menu cinema (?) Singer Performance	(?) Voice Activated Door (8) Robot Sequence	(4) Camera blocking volumes moving with sequence (?) Visual Representation of Escape room selection final	(6) Hinged door functionality	(16) Hacking Sequence (4) Headset Sequence Polish (4) Apt Computer Sequence Polish
ART					
ARK					
TEAM	MP Playtest		SP Playtest		

Date	8/27	8/28	8/29	8/30	8/31
ENG	(8) Ink Splash Screen VR	(?) Implement ending in each escape room	(?) Squid Locomotion	(60) Quickplay	(40) Achievements (40) Trophies
DES	(12) SP Camera Blocking Pass		(12) SP Teleport Blocking Pass	(12) SP Nav Mesh Pass	(?) Starting Story Pickup
ART					
ARK					
TEAM	MP Playtest PS4 VRC 2		SP Playtest		Elephant VR 1st Iteration MP 2nd Iteration

nerve™

Sprint 3: 2nd Iteration on Elephant VR & 3rd Iteration on Multiplayer

Date	9/3	9/4	9/5	9/6	9/7
ENG		(?) Loading Screens	(?) 3p Representation of VR Gamepad P. Character (?) 3p Representation of VR P. Character	(?) Store info Leaderboards (?) Track info Leaderboards	(40) Voice Chat (?) Inviting / interacting with friends list
DES	(?) Implement VR HUD (8) Audio Settings (6) Video Settings	(?) Implement endings in escape rooms	(?) Finalize squid reveal sequence (?) Shift effects		
ART					
ARK					
TEAM	MP Playtest		SP Playtest		

Date	9/10	9/11	9/12	9/13	9/14
ENG		(?) Polish pick-up / drop object presentation	(?) VRC Compliant Saving/Loading	(?) Assign Random AI Names	
DES			(8) Map Keys (PC only)	(8) Construct Leaderboards Menu	(1) Display Leaderboards Menu (2) Hook-up Leaderboards Menu
ART					
ARK					
TEAM	MP Playtest PS4 VRC 3 (If Needed)		SP Playtest		Beta

nerve™