Tracking progress and minimizing overhead

Tim Garbos
Independent + Copenhagen Game Collective

first touch

```
todo.txt:
- design:
-- make that level with the horse
-- fix the boat level again
-- player is sometimes going outside
the level???

- art:
-- update the font
-- draw horse (more legs)
```

3

Add Story

Provide Feedback On The Beta
My Work   6

MY SAMPLE PROJECT   8

Current/Backlog
Icebox
Epics
Other Panels

Waiting

████████ Talk to Rick about uploading newsletter (process, can he do it?)

██ Go through XM manager debugging with Sean

██ Fill Out Trading Partner Forms
1   1/4

██ Review item list and figure out how to import it to a demo DB

Add a card...

3 Mar - Current   Pts: 2 of 7

Show 4 accepted s   he accepted stories

Cart manipulation sho   hould be able to click on a
AJAXy (DD1)   nd see all product details,
cart, shopping   hotos

Some product photos   hould be able to add product to
properly when browsin   cart (BD1)
products
shopping

When shopper submits   hould be able   Accept Reject
authorize total produc   tents of
from payment gateway   cart (BD1, DD1)
checkout, needs discussi

Shopper should be abl   hould be able   Accept Reject
credit card information   product from
shipping address (DD1   cart (BD1)

Mar   pulation should be   Deliver

configure solr for full t
searching
search

Shopper should be abl   hould be able to
search for product   nd a product to a
search, shopping   1)

Initial demo to investor

Integrate with paymen   duct photos not scaled   Finish
checkout, shopping   hen browsing

If system fails to autho   solr for full text   Start
payment amount, disp
message to shopper
checkout, shopping

If authorization is succ   hould be able to   Start
show order number ar   search for product
confirmation message to shopper
checkout, shopping

Send notification email of order   Start   Initial demo to investors   Finish
placement to admin
admin, checkout, shopping   Shopper should be able to enter   Start
                                             credit card information and

Implement

Freight Management App
0/5

computol.com: cleanup, new web pages

Figure out the deployment strategy for the video

brainstorm and prototype a merge process

Blog: Trello at Computol
0/6

Add a card...

Pts: 9

SAMPLE PROJECT 2
Current/Backlog

NOTIFICATIONS

My Sample Project 2   21 minutes ago
Shopper should be able to recommend a product to a friend
Your story has been delivered.

My Sample Project 2   21 minutes ago
Product browsing pagination not working in IE6
You were mentioned by Bob Demo 1001:
"Hey @dandemo did you check this on a real Windows machine?"

MARK ALL AS READ   VIEW ALL

Product br   working in   ie6

Integrate w   fullfillment

native iPh   product br   epic

Facebook   to share f

Apply styling to all shopper   Start
facing parts of the site, based on
assets from designer
design

Signed in shopper should be able   Start
to post product reviews
user generated content

Signed in shopper should be able   Start
to rate product, by choosing 1-5 stars
user generated content

When shopper is browsing   Start
products, show average product
rating and number of reviews next to each
product
user generated content

Shopper should be able to read   Start
reviews for a product
user generated content

Admin should be able to mark a
product as featured
admin, featured products

Featured products should
appear on the site landing page
featured products

Admin should be able to create
and edit blog articles
admin, blog

Product State:started

product photos not   ed properly when browsing products   Finish
ping

n shopper submits   Finish
er, authorize total product amount from
ent gateway (DD1)
kout, needs discussion, shopping

Sample Project 2   Finish
per should be able to
mmend a product to a friend (DD1)
shopping

Some product photos not scaled properly when browsing products

ID 33117   Close

STORY TYPE   Bug

POINTS   Unestimated

STATE   Finish   Started

REQUESTER   DD1 Dan Demo 1001

OWNERS   <none> +

FOLLOW THIS STORY   (1 follower)

Updated: 10 minutes ago

DESCRIPTION (edit)

This is markdown!

- with a bullet
- and another
- and yet another.

```
function removeUnderscores(url) {
```

On Deck

Make us some Virtual Machines for IE testing.

Problem #1: Contract client work

- Updates and approval
- 10% of dev time
- Failing and hating

3

Add Story

Provide Feedback On The Beta
My Work   6

MY SAMPLE PROJECT   8

Current/Backlog
Icebox
Epics
Other Panels

Waiting

Talk to Rick about uploading newsletter (process, can he do it?)

Go through XM manager debugging with Sean

Fill Out Trading Partner Forms
1   1/4

Review item list and figure out how to import it to a demo DB

Add a card...

Implement

Freight Management App
0/5

Current/Backlog

3 Mar - Current   Pts: 2 of 7

Show 4 accepted stories

Cart manipulation should be AJAXy (DD1)
cart, shopping

Some product photos not scaled properly when browsing products
shopping

When shopper submits authorize total product from payment gateway
checkout, needs discussion

computol.com: cleanup, new web pages

Shopper should be able to credit card information shipping address (DD1)
checkout, shopping

Mar

configure solr for full text searching
search

Figure out the deployment strategy for the video

Shopper should be able search for product
search, shopping

brainstorm and prototype a merge process

Integrate with payment
checkout, shopping

If system fails to authorize payment amount, display message to shopper
checkout, shopping

Blog: Trello at Computol

If authorization is success show order number and confirmation message to shopper
checkout, shopping

Add a card...

Send notification email of order   Start
placement to admin
admin, checkout, shopping

SAMPLE PROJECT 2
Current/Backlog

accepted stories

should be able to click on a and see all product details, hotos

should be able to add product to cart (BD1)
ing

contents of cart (BD1, DD1)
ing

should be able   Accept   Reject
product from cart (BD1)
ing

pulation should be   Deliver
ing

hould be able to   Finish
nd a product to a
1)

duct photos not scaled   Finish
hen browsing

solr for full text   Start

Pts: 9

hould be able to   Start
search for product
search, shopping

hould be able to   Start
Shopper should be able to enter   Start
credit card information and

Product br
working in
ie6

Integrate w
fullfillment

native iPh
product br
epic

Facebook
to share fea

Apply styling to all shopper   Start
facing parts of the site, based on
assets from designer
design

Signed in shopper should be able   Start
to post product reviews
user generated content

Signed in shopper should be able   Start
to rate product, by choosing 1-5
stars
user generated content

When shopper is browsing   Start
products, show average product
rating and number of reviews next to each
product
user generated content

Shopper should be able to read   Start
reviews for a product
user generated content

Admin should be able to mark a
product as featured
admin, featured products

Featured products should
appear on the site landing page
featured products

Admin should be able to create
and edit blog articles
admin, blog

NOTIFICATIONS

My Sample Project 2   21 minutes ago
Shopper should be able to recommend a product to a friend
Your story has been delivered.

My Sample Project 2   21 minutes ago
Product browsing pagination not working in IE6
You were mentioned by Bob Demo 1001:
"Hey @dandemo did you check this on a real Windows machine?"

MARK ALL AS READ   VIEW ALL

Product State:started

product photos not
ed properly when browsing products
ping

n shopper submits
er, authorize total product amount from
ent gateway (DD1)
kout, needs discussion, shopping

per should be able to
mmend a product to a friend (DD1)
shopping

Some product photos not scaled properly when
browsing products

ID 33117   Close

STORY TYPE   Bug

POINTS   Unestimated

STATE   Finish   Started

REQUESTER   DD1   Dan Demo 1001

OWNERS   <none>

FOLLOW THIS STORY   (1 follower)

Updated: 10 minutes ago

DESCRIPTION (edit)

This is markdown!

- with a bullet
- and another
- and yet another.

```
function removeUnderscores(url) {
```

On Deck

Make us some Virtual Machines for IE testing.

Sample Project   Finish

Sample Project   Finish

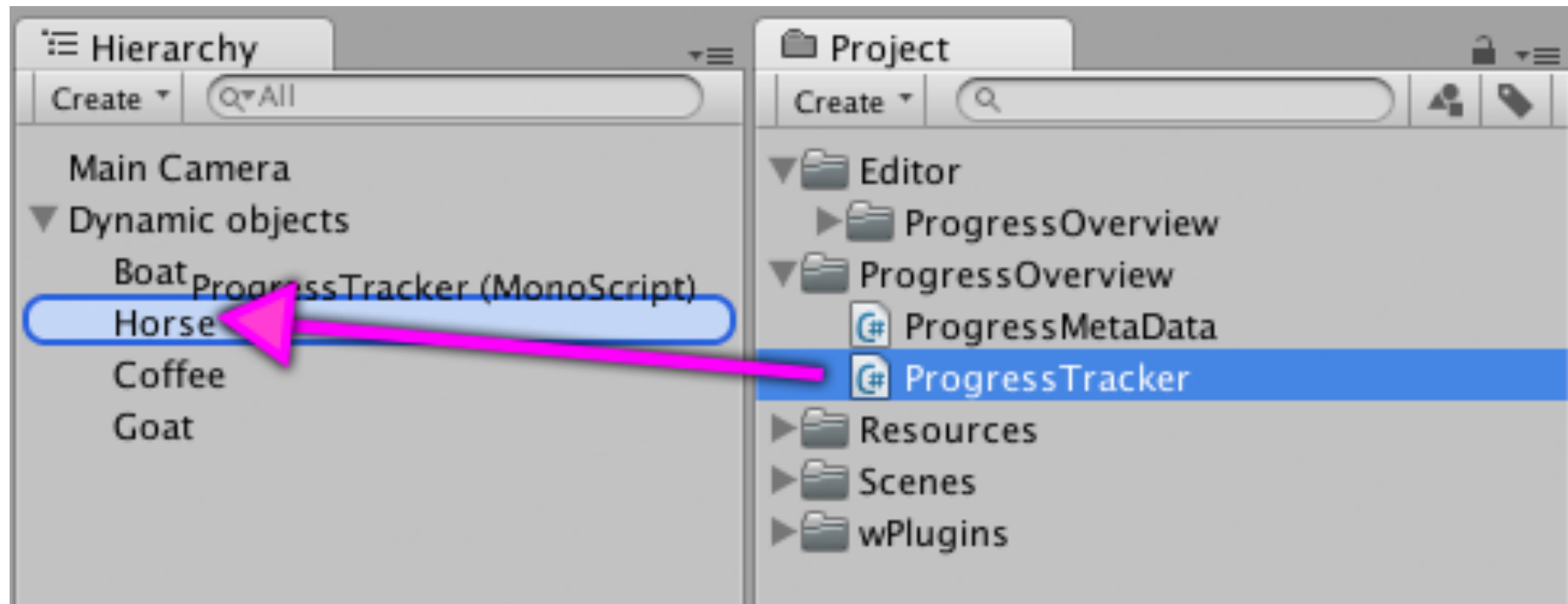Sample Project 2   Finish

Problem #1: Contract client work

- Updates and approval
- 10% of dev time
- Failing and hating

Solution / hack

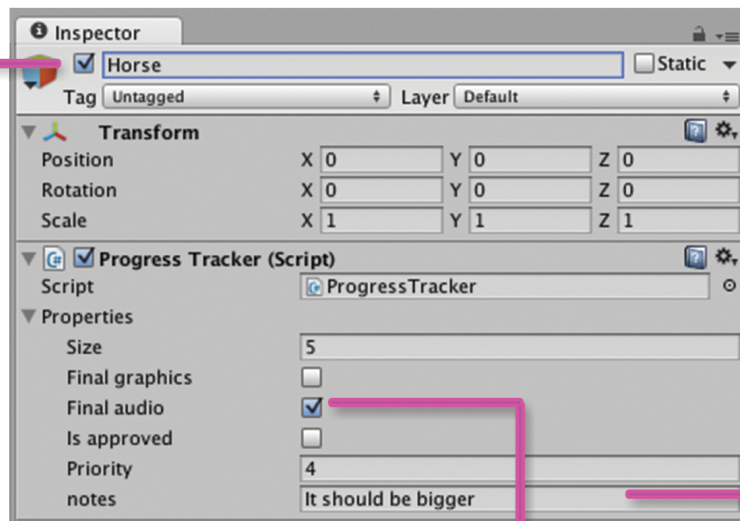- Track game objects in Unity
- To CSV
- To Google Drive

Results

- Spreadsheets works!
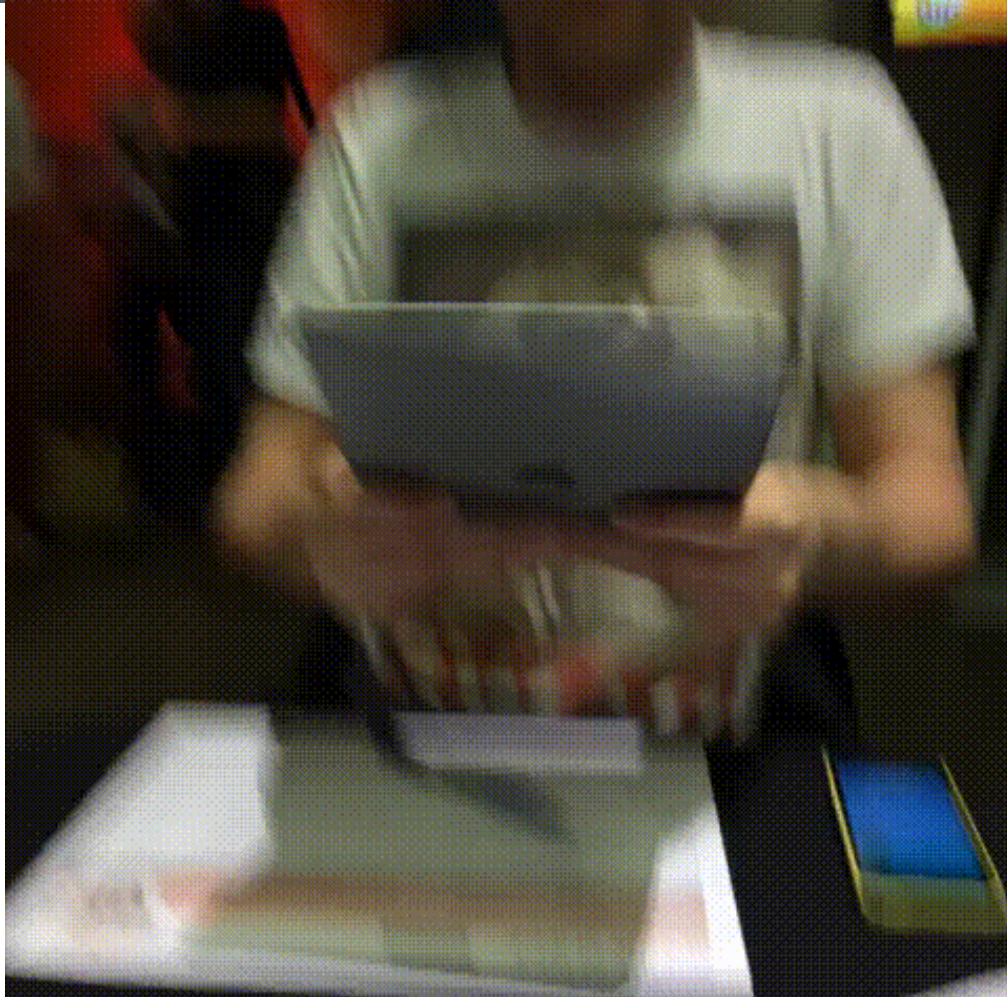- Happy client
- Happy developers
- Todo list

What I needed

- Level design overview
- Platform testing overview
- Audio and test notes
- Simple bug tracking

hint	iphone	ipad	aphone	apad	fun to play	difficulty	fun to look at	sensor	design	audio	Tims audio notes
first touch	1	1	1	1	4	5	3	touch	5	4	
100 puzzling moments	1	1	1	1	3	4	2		5	0	Maybe something like first touch, but a little different
slide to unlock	1	1	1	1	2	3	5	touch	5	0	Does the iPhone make sound?
upside down	1	1	1	1	4	4	4	motion	5	0	
touch and hold	1	1	1	1	3	5	5	touch	5	4	resusing first touch right now
two fingers	1	1	1	1	3	4	5	touch	5	4	good, but each touch should be individual. So I can play the second one when the second finger is added
ten	0	1	1	1	3	5	4	touch	5	3	progress sounds
five	1	0	1	0	0	0	0	touch	5	0	progress sounds
against the clock	1	1	1	1	2	4	2	touch	5	4	
									5		nothing for now. Think in

hint	iphone	ipad	aphone	apad	fun to play	difficulty	fun to look at	sensor	design	audio	Tims audio notes
first touch	1	1	1	1	4	5	3	touch	5	4	
100 puzzling moments	1								5	0	Maybe something like first touch, but a little different
slide to unlock	1								5	0	Does the iPhone make sound?
upside down	1								5	0	
touch and hold	1								5	4	resusing first touch right now
two fingers	1								5	4	good, but each touch should be individual. So I can play the second one when the second finger is added
ten	0								5	3	progress sounds
five	1								5	0	progress sounds
against the clock	1								5	4	
											nothing for now. Think in

Inspector

Two Fingers ☐ Static

Tag Untagged Layer Default

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Progress Tracker (Script)
Script ⓒ ProgressTracker
Properties
Size 5
hint two fingers
iPhone ☑
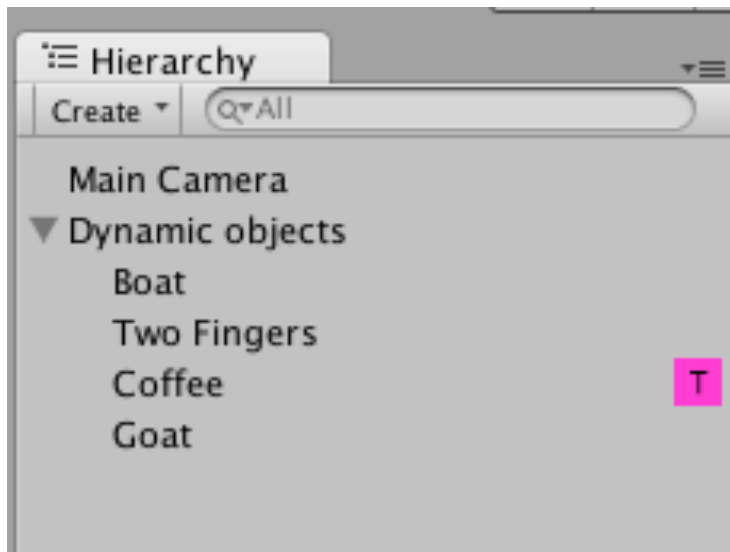iPad ☐
fun to play 0.794
Difficulty 0.444

Add Component

Results

- ● Great overview of state of the game
- ● Platform testing overview
- ● More time in my development environment
- ● Efficiency
- ● Prototype todo tool

What's next?

- Open sourcing this week (but it is simple)
- Open issues:
    - no commit hook
    - no conflict handling
    - flat structure only
- Unity only for now
- Google Spreadsheets only for now

Summary

- Overhead in project management
- Optimizing workflow
- Worked for us

hello@timgarbos.com - @timgarbos - progressto100.com