

Sprint 3 Plan

Product name: LifeTracker RPG

Team name: Three and A Half Asians

Members: Aaron Rodden, Eric Huang, Maverick Ho, Sean Chen, Robert Bergeron

Revision Number: 1.0

Revision Date: 11-03-19

Goal:

- We want to have the game design fully figured and flushed out so we have a clear understanding of the gameplay and can implement it. Likewise we want to have firebase fully set up (authentication + database) so we may implement the gameplay elements with the backend data collection.

User Stories:

- (21) Have the maps activity interact with the firebase databases
 - Determine a schema relation to store data
 - ie. what information do we track maps wise
 - Display people's polylines on the maps, not just the current users
 - Gather statistics for the user
 - Did they go off trail?
 - Is there a time component?
- (5) Have data(items, collection, stats) associated with each user
 - As a gamer, I would like to see items and perks which would give a sense of progress
 - Store trail time/speed/records on firebase
 - Allow users to view other user's stats?
 - Come up with actual items to give to players
 - As a user, it is important that my data is kept separate from that of other users, for the sake of privacy and consistency
 - Make sure data is stored securely
 - Ensure that users can make data private or delete it if they wish to (private accounts/trails, ability to delete account)
- (5) Some way for the user to view and interact with their data (UI)
 - As a user, I would like to be able to track my progress so that I can see how far I have come
 - We wanted to implement a sprite system? A level up system?
- (8) Add more gameplay elements
 - As a player, I want to be able to draw quests on the map, and do quests.
 - As a gamer, I want to be able to leave hints and messages on the map for others to see

Team Roles:

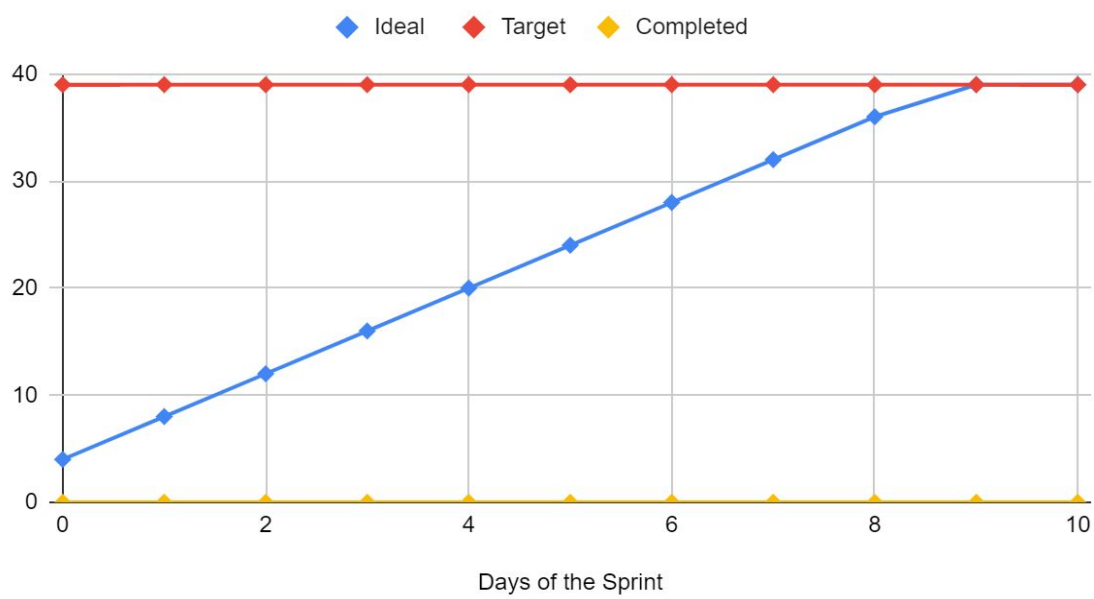
Aaron Rodden	Product Owner, {Developer}
Eric Huang	Developer
Maverick Ho	Scrum Master, {Developer}
Robert Bergeron	Developer
Sean Chen	Developer

Initial Task Assignment:

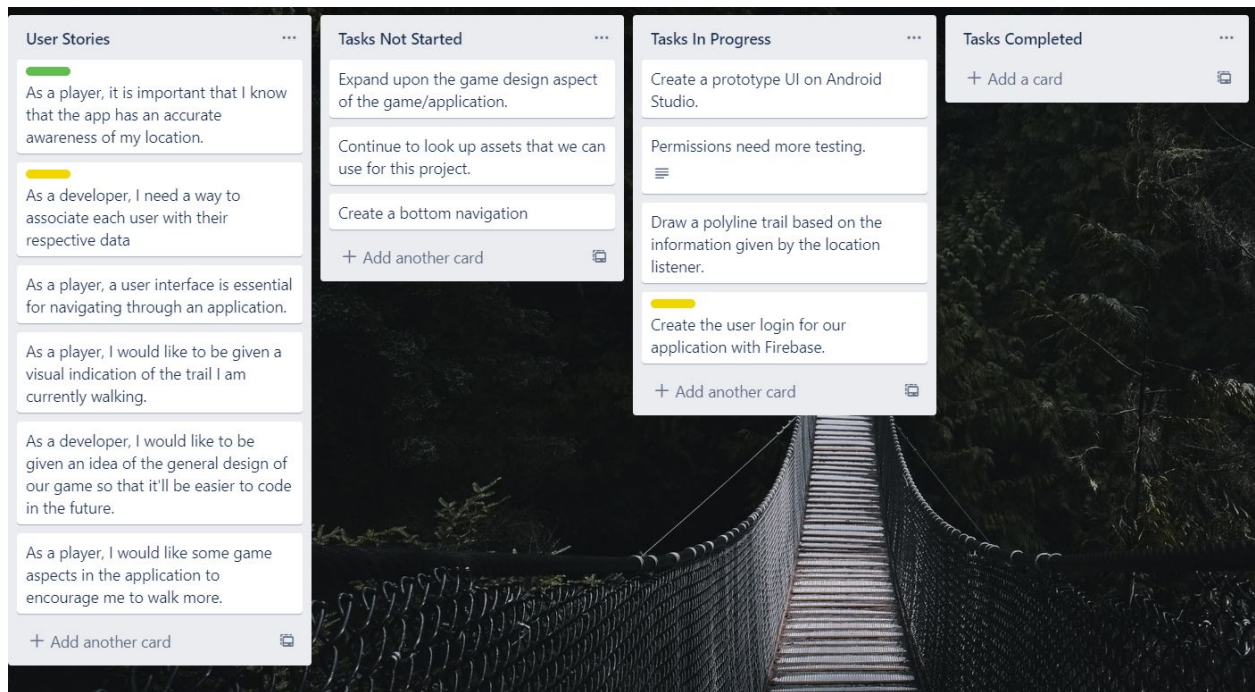
Aaron Rodden	Firebase
Eric Huang	UI, help determine gameplay elements
Maverick Ho	Maps API + UI
Robert Bergeron	Maps API (Polylines)
Sean Chen	Firebase

Initial Burnup Chart:

Sprint 3 Burnup Chart



Initial Scrum Board:



Scrum Times:

Wednesday 5:30pm - 6:00pm

Tuesday 1:15pm - 2:30pm

Monday 6:00pm - 7:00pm