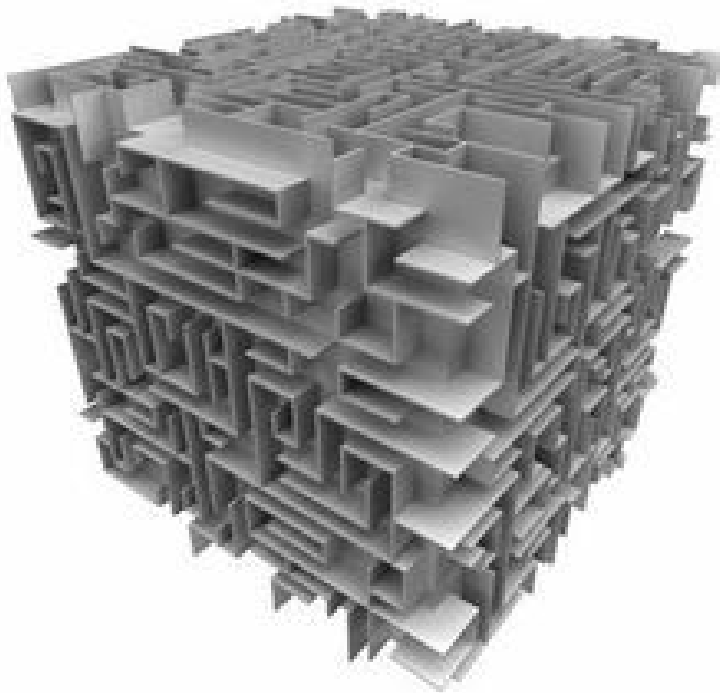


Sprint 2 Planning Document

CS 30700

PERSPECTIVE



TEAM 24

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Sprint Overview

For the second Sprint, our primary focus will be cleaning up the implementations we incorporated in Sprint 1, along with focusing on building the level and environment. Our goal is to incorporate an animation shift while the player is changing their orientation to a new wall so that users don't have to experience sudden shifts (which might give them a headache/cause motion-sickness) and be able to have players load the game and start off from their last checkpoint. We would also like to start working on the environment since we have already designed most of the individual components such as obstacles and puzzles. Before working on the environment, we will create the game objects and components via Blender and then incorporate them into our game.

SCRUM Master: Vincent Jiang

Meeting Schedule: Sunday, Tuesday and Friday @ 8pm

Risks/Challenges:

Some concerns about this sprint is that none of our group members are familiar with Blender, so it will take some time to learn before we can use it to create our game components. Another concern is creating strategic puzzles that challenge our users to show how creative this game can be, as this will be our first time creating puzzles. Lastly, we must incorporate these elements together in a cohesive way by making sure they function as intended in-game.

Hours Overview:

Name	Hours
Vincent	41
Peter	40.5
Aneesh	40
Saurav	40.5
Akanksha	42

Current Sprint Details

User Story #1 - Functional

As a gamer, I would like to reopen my account and continue from where I left off

Task #	Task Description	Estimated Time	Owner
1	Add load game button option to Menu Screen	1 hour	Aneesh
2	Load player from last checkpoint	4 hours	Aneesh
3	Load environment from last checkpoint	4 hours	Aneesh
4	If player dies, will be loaded at last checkpoint	3 hours	Vincent
5	Checkpoints should be autosaved	3 hours	Aneesh

Acceptance Criteria:

- Given a functional load game option, when the player enters the menu screen, there should be a clickable button.
- Given a functional load game option, when the player clicks on the load game button, the player will appear at the last saved checkpoint.
- Given a functional load game option, when the player dies, the player will be loaded at the last checkpoint.
- Given a functional load game option, when the player passes the checkpoint, it will autosave the game at that checkpoint.

User Story #2 - Functional

As a gamer, I would like to have an animation when the gravity shifts.

Task #	Task Description	Estimated Time	Owner
1	Create animation	5 hours	Vincent
2	Attach animation and sound for successful gravity shift	3 hours	Vincent
3	Check and add a sound for every time the user tries to shift gravity but fails	2 hours	Vincent

Acceptance Criteria:

- Given the gravity shifting feature, an animation should only occur when there is a successful shift in gravity (i.e., only when it is used on a surface on which gravity is able to be shifted)
- Given the gravity shifting feature, a specific sound will be played only when gravity is successfully shifted on the appropriate wall
- Given the gravity shifting feature, a specific sound will be played only when gravity is not able to be shifted on a normal wall

User Story #3 - Functional

As a gamer, I would like to see puzzles that require connection between field of view and the environment.

Task #	Task Description	Estimated Time	Owner
1	Creating puzzle components via Blender	6 hours each	Everyone
2	Create multiple mini-level layouts	7 hours each	Everyone
3	Create checkpoint component via Blender	1 hours each	Everyone
4	Fixing and creating good lighting and shaders	2 hours each	Everyone
5	Adding graphics to environment	2 hours each	Everyone
6	Implementing functional puzzle components within the levels	4 hours each	Everyone
7	Different environments to walk in	1 hours each	Everyone

Acceptance Criteria:

- Given the puzzle components, when the user interacts with the component, it will react with the user.
- Given the puzzle components, when the user looks at the component, it should be recognizable.
- Given the mini-level layouts, when the player finishes the puzzle in the level, they should be able to continue to the next level.
- Given the mini level layout, when we finish the design of the layout, there should be incorporation of puzzle components and challenges regarding shifting of orientation.
- Given the environment, it should look realistic.
- Given the environment, the player should have ample lighting and shading to see properly with depth.
- Given different environments, the player should notice a change in setting (i.e. when they walk from a kitchen or living room area to a hallway).

User Story #4 - Functional

As a user, I would like to know the plot of the game.

Task #	Task Description	Estimated Time	Owner
1	Coming up and writing down a plot for the entire game	3 Hours Each	Peter and Saurav
2	Coming up and writing down dialog for the entire game	2 Hours Each	Peter and Saurav
3	Record audio for dialog	2.5 Hours	Peter and Saurav
4	Create different dialog based on each situation the user can be in	5 Hours Each	Peter and Saurav

Acceptance Criteria:

- Given the game plot, the player should be able to understand and follow the story.
- Given the game dialog, the player should be able to understand and follow the dialog.
- Given the game dialog, there should be a narrator that speaks the text on screen.
- Given the game dialog, at different locations the player will hear different speech based on their surroundings (i.e. the player will hear something related to shifting gravity when they approach a wall they can walk up).

User Story #5 - Functional

As a gamer, I would like to have graphic updates.

Task #	Task Description	Estimated Time	Owner
1	Improve Menu Screens	10 Hours	Akanksha
2	Improve Menu Screen background	4 Hours	Akanksha

Acceptance Criteria:

- Given improved Menu Screens, the user should be able to see a noticeable difference in graphics.
- Given improved Menu Screens, the user should be able to see a better background when they enters the game.

User Story #6 - Non-functional

As a developer, I would like to be able to use Blender to develop the game components.

Task #	Task Description	Estimated Time	Owner
1	Learn how to use Blender	5 hours each	Everyone

Acceptance Criteria:

- Given that all of our team members have no experience using Blender, when we start working on the game components, we should look up tutorials and practice using this software in order to move forward and create realistic-looking components.

Remaining Backlog

Functional Requirements

As a gamer

1. I would like to have a progress bar reporting how I play (if time allows).
2. I would like to see a functional navigation system while playing (if time allows).
3. I would like to see a functional website containing information about the game.
4. I would like to watch a video demoing the game before I play.
5. I would like to see screenshots of the game before I play.
6. I would like to be able to take screenshots as I play (if time allows).
7. I would like to have the game increase in difficulty as I play.
8. I would like a timer to keep track of how long I'm playing.
9. I would like to make an in-game account (if time allows).
10. I would like to have multiple accounts (if time allows).
11. I would like to customize my character model (if time allows).
12. I would like to have an AI companion to accompany me (if time allows).
13. I would like to have hints when I'm stuck (if time allows).
14. I would like to have regular updates on the game to make it cleaner and faster.
15. I would like to have regular content updates.
16. I would like to reduce FPS lag by being able to change the graphics setting (if time allows).

Non-Functional Requirements

1. Be able to download the game.
2. The interface must be user-friendly and easy to navigate.
3. Strong connection between front-end development and backend development.
4. Be able to run the game at 60 frames per second.
5. Be able to have almost no input lag from the controller to the game.