

Sprint 1 Plan  
C# Game Engine  
Sharp Slugs  
Revision 2  
October 9, 2018

**GOAL:** For this sprint we want to create a basic “game” class as a framework, as well as a graphics library so that assets can be displayed on the screen.

**Task Listing:**

User story 1: As a game designer I want a main “game” class so that I can have a foundation to create my game.

1. Abstract functions to override [Sean]
2. Create back-end of class (calling update loop, initialization, etc.) [Sean]
3. Run function that starts the actual loops [Harpreet]
4. Game time struct/timer class for calculations [Harpreet]
5. Allow setting of game resolution (Optional, default 1080p) [Harpreet]
6. Allow for setting of target framerate/vsync [Timothy]
7. Skip draw iterations if game is behind target framerate [Timothy]

User story 2: As a player I want the created games to work on multiple operating systems.

User story 3: As a game designer I want a graphics library so that I can have external assets appear on screen.

1. Draw calls such as line, box, circle, etc (Called every frame that they are drawn) [Andrew]
2. Text drawing [Andrew]
3. Persistent drawn objects that must be explicitly deleted [Luciano]
4. A way to move/scale/rotate these explicit objects [Luciano]
5. Animation class [Andrew]

User story 4: As a programmer I want to learn C# so I can create this project. [Timothy, Harpreet, Andrew, Luciano]

**Team Roles:**

Sean Riley: Product Owner, Developer, Programmer

Harpreet Singh: Scrum Master, Developer, Programmer

Andrew Purcell: Developer, Programmer

Timothy Su: Developer, Programmer

Luciano Orellana: Developer, Programmer

**Initial task assignment:**

Sean Riley: User Story 1: Tasks 1,2

Harpreet Singh: User Story 1: Tasks 3,4,5. User story 4.

Andrew Purcell: User Story 3: Tasks 1,2,5. User story 4.

Timothy Su: User story 1: Tasks 6,7. User story 4.

Luciano Orellana: User story 3: Tasks 3,4,5. User story 4.