Sprint 4 Plan

C# Game Engine

Sharp Slugs

Revision 1

November 5, 2018

**GOAL:** For this sprint we want a basic camera system and physic implementation, including collision and triggers.

**Task Listing**:

1. As a game designer I want a serialization library so that my game may be more content-driven.

* (8) Create a general-purpose serialization function. [Sean]
* (8) Create a general-purpose deserialization function. [Harpreet]

2. As a game designer I want extensive documentation so I can more easily use the library.

* (8) Finish the documentation for Andrew’s code. [Andrew]
* (8) Finish the documentation for Harpreet’s code. [Harpreet]
* (8) Finish the documentation for Sean’s code. [Sean]
* (8) Finish the documentation for Tim’s code. [Tim]

3. As a game designer I want a test game included with the engine so that I can see how a game is put together in the engine.

* (8) Create sprite objects to be used in the test game with attached physics to be used. [Andrew]
* (5) Create control scheme for the game. [Harpreet]
* (3) Create basic art for the game. [Andrew]
* (3) Set up camera system for game. [Tim]
* (5) Create map to play the game on. [Tim]
* (3) Create win/lose conditions for the game. [Tim]

4. As a game designer I want the code to have the same style format so that it’s easier to read.

* (5) Create a style to follow for the code for editing purposes. [Sean]
* (5) Edit Andrew’s code to style.
* (5) Edit Harpreet’s code to style.
* (5) Edit Sean’s code to style.
* (5) Edit Tim’s code to style.

**Team Roles:**

Sean Riley: Product Owner, Developer, Programmer

Harpreet Singh: Scrum Master, Developer, Programmer

Andrew Purcell: Developer, Programmer

Timothy Su: Developer, Programmer

**Initial task assignment:**

Sean Riley (26)

* Story 1
  + Task 1
* Story 2
  + Task 3
* Story 4
  + Task 1
  + Task 4

Harpreet Singh (26)

* Story 1
  + Task 1
* Story 2
  + Task 2
* Story 3
  + Task 2
* Story 4
  + Task 3

Andrew Purcell (24)

* Story 2
  + Task 3
* Story 3
  + Task 1
  + Task 3
* Story 4
  + Task 2

Timothy Su (24)

* Story 2
  + Task 4
* Story 3
  + Task 4
  + Task 5
  + Task 6
* Story 4
  + Task 5