**Sprint 1 Plan**

Krab Klashers

Ms. Krabs

Sprint 1 completed: 2/4/15

Revision number: 1.0

Revision date: 1/22/15

**Goal:**

* Learn and utilize Unity 3D for game-development
* Learn and utilize Blender for 3D models, objects, and animations
* Create a movable player with WASD controls and spacebar to jump
* Create a 3D model of the main krab character, with attacking animations
* Traverse the 1st level in a first person point of view

**Task listing/ User stories:**

* **Sprint 1 (priority: highest - lowest)**

1. As a player, I want to be able to move and jump around a 3D environment, so that I can traverse the levels.
2. As a Product Owner, I want a 3D modeled/textured character, so that players can enjoy vivid 3D graphics as opposed to flat 2D graphics.
3. As a Product Owner, I want a 1st Person point of view, so players can experience the game in a more engaging way and really feel like a krab.
4. As a developer I want animations for moving and attacking, so that the game and character is dynamic and given some life.
5. As a developer, I want to create a solid first level, with texture, objects, and lighting, so that players can play in it and engage in combat.

**Team roles:** (all roles require members to program)

*Loren Colcol*: Product Owner, 3D Animator/Artist, Unity Developer

*Hayden Platt*: Scrum Master, Level Designer, Unity Developer

*Jake Berrier*: Level Designer, Unity Developer

*Brandon Jarvinen*: Programmer, Unity Developer

*Bryce Paine*: Programmer, Unity Developer

*Taoh Green*: 3D Animator/Artist, Unity Developer

**Initial task assignment:** (first user story and initial task)

*Lo-Oh (Loren & Taoh):*

1. *User story*: As a Product Owner, I want a 3D modeled/textured character, so that players can enjoy vivid 3D graphics as opposed to flat 2D graphics.
   1. *Initial task*: Create a rough model of the player in blender.

*Plake (Hayden & Jake):*

1. *User story*: As a developer, I want to create a solid first level, with texture, objects, and lighting, so that players can play in it and engage in combat**.**
   1. *Initial task*: Design the 1st level, and implement textures and level objects, and a light in the scene.

*Bry-Bra (Brandon & Bryce):*

1. *User story*: As a player, I want to be able to move and jump around a 3D environment, so that I can traverse the levels.
   1. *Initial task*: Work in Unity with temporary model and work controls for movement with WASD and jumping with spacebar.

**Initial burnup chart:** (See document: KrabKlashers Burn-up Chart #1)

**Scrum times:**

Sunday, 9pm

Tuesday, 7pm (with TA: Stan)

Thursday, 7pm