**Sprint 2 Plan**

Krab Klashers

Ms. Krabs

Sprint 2 completed: 2/20/15

Revision number: 1.1

Revision date: 2/22/15

**Goal:**

* create a functioning network supporting multiple players in free-for-all gameplay
* create an engaging combat system built around one-hit kills, dashing, and parrying
* create a 2nd level to expand the game
* finish a working prototype with movement, combat, kills/death, and respawning
* implement 3D graphics for a more aesthetically pleasing game

**Task listing/ User stories:**

* **Sprint 2 (priority: highest - lowest)**

1. As a player, I want multiplayer, so that I can play with friends, engage in dynamic gameplay, and play competitively.
2. As a player, I want basic attacking so that I can defeat other players and win the match.
3. As a Product Owner, I want a dash attack, so players can engage in a new combat mechanic that adds dynamic to the combat and gameplay.
4. As a developer, I want respawn points, so players can spawn in various areas around the level, and continue playing after they die
5. As a Product Owner, I want a 2nd level, so players can be entertained with a different environment to fight in and enjoy other level types.
6. As a developer, I want particle effects for the Krab so that the character can be aesthetically pleasing and graphically impressive.
7. As a developer, I want a death animation, so players are indicated of another players death as opposed to just having the player disappear.
8. As a player, I want to play on a game controller, so that I have another option of playing the game if I am not attune to using a mouse and keyboard.

**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 developer, I want particle effects for the Krab so that the character can be aesthetically pleasing and graphically impressive.
   1. *Initial task*: Implement Unity’s Particle System on the character mesh.

*Plake (Hayden & Jake):*

1. *User story*: As a Product Owner, I want a 2nd level, so players can be entertained with a different environment to fight in and enjoy other level types**.**
   1. *Initial task*: Design the 2nd level, and implement textures, and level objects, including lava.

*Bry-Bra (Brandon & Bryce):*

1. *User story*: As a player, I want multiplayer, so that I can play with friends, engage in dynamic gameplay, and play competitively.
   1. *Initial task*: Utilize the Photon Unity Network and Viking Demo as base for multiplayer networking.

**Initial burnup chart:** (See document: KrabKlashers Burn-up Chart #2)

**Scrum times:**

Sunday, 9pm

Tuesday, 7pm (with TA: Stan)

Thursday, 7pm