**Sprint 3 Plan**

Krab Klashers

Ms. Krabs

Sprint 3 completed: 3/10/15

Revision number: 1.2

Revision date: 2/24/15

**Goal:**

* expand the combat system to have parrying
* implement booster to add more level dynamic
* add additional levels for increased gameplay replayability
* test a prototype for smooth gameplay and controls
* refine all art/graphics, levels, and sounds

**Task listing/ User stories:**

* **Sprint 3 (priority: highest - lowest)**

1. As a developer, I want parrying, so dashing combat is balanced and allows for player deflection and not instant death.
2. As a Product Owner, I want a 3rd level, so that players can engaged in a new environment and can give the game more replay value.
3. As a developer, I want respawning to be refined and finalized, so that the gameplay is balanced and so characters are spawned in appropriate areas of the level.
4. As a developer, I want my game numbers to be refined, so that the game functions as desired, has smooth gameplay, and is neither too easy nor too hard.
5. As a Product Owner, I want the game to feature a cool, clean, and intuitive menu, so players can pick-up and play quickly, set their name, color, and create/join levels/rooms.
6. As a developer, I want to create a title screen, so players are given an idea of what the game is about, and aesthetically draws their attention.
7. As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
8. As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.
9. As a developer, I want sound to be polished, so that the game engages and immerses players in the game with appropriate sounds of combat and interaction.

**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 the game to feature a cool, clean, and intuitive menu, so players can pick-up and play quickly, set their name, color, and create/join levels/rooms.
   1. *Initial task*: Start design of a background title screen that draws the player’s attention and is aesthetically pleasing.

*Plake (Hayden & Jake):*

1. *User story*: As a Product Owner, I want a 3rd level, so that players can engaged in a new environment and can give the game more replay value.
   1. *Initial task*: Design the 3rd level, and implement textures, and level objects, including booster.

*Bry-Bra (Brandon & Bryce):*

1. *User story*: As a developer, I want parrying, so dashing combat is balanced and allows for player deflection and not instant death.
   1. *Initial task*: Create a parrying system in Unity that deflects players that dash each other head-on.

**Initial burnup chart:** (See document: KrabKlashers Burn-up Chart #3)

**Scrum times:**

Sunday, 9pm

Tuesday, 7pm (with TA: Stan)

Thursday, 7pm