

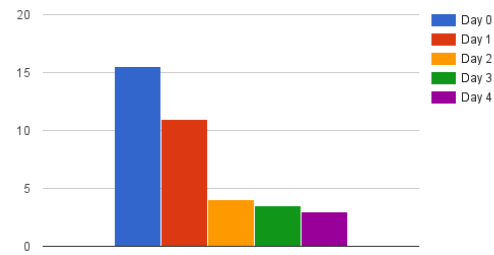
# Sprint 1 (4/7/16 - 4/11/16)

|   |   |          | Ben's Column Only.   | 4/7/2016 | 4/8/2016 | 4/9/2016 | 4/10/2016 | 4/11/2016 | Todo, in progress, testing, complete |    |
|---|---|----------|----------------------|----------|----------|----------|-----------|-----------|--------------------------------------|----|
| User Stories Groups   | Tasks   | Priority | Assigned/Not Assigne | Day 0    | Day 1    | Day 2    | Day 3     | Day 4     | Stage                                |    |
| As a player, I want to have a Pokemon battle GUI, so that I can battle Pokemon.   | Design bottom component in battle window (fight/pokemon/item/run)       | 1        | Eric                 | 3        | 3        | 0.5      | 0.5       | 0.5       | In Progress                          |    |
|   | Design health bar components in battle window                           | 1        | Eric                 | 3        | 3        | 1        | 1         | 0         | Complete                             |    |
|   | Get Pokemon sprite images from internet, front and back                 | 2        | Ben                  | 1        | 1        | 0.5      | 0.5       | 0         | Complete                             |    |
|   | Decide on Window Size   | 1        | Everybody            | 1        | 0        | 0        | 0         | 0         | Complete                             |    |
|   | Create base-line, very simple animations for battles                    | 3        | Ben/Eric             | 2        | 2        | 2        | 2         | 2         | Todo                                 |    |
|   | Make sound affects for basic events                                     | 4        | Jason                | 2        | 3        | 1        | 1         | 1.5       | Todo                                 |    |
|   | Find and load general background for battle window                      | 1        | Eric                 | 1        | 0        | 0        | 0         | 0         | Complete                             |    |
|   | Implement cursor and keyboard input                                     | 1        | Eric                 | 3        | 3        | 1        | 1         | 0.5       | In Progress                          |    |
|   | Create both user and enemy trainer clases                               | 1        | Jason                | 3        | 3        | 3        | 2         | 1         | In Progress                          |    |
|   | Create event class to send to GUI from battle                           | 1        | Murph/Ben            | 5        | 5        | 1        | 1         | 1         | In Progress                          |    |
| As a player, I want a variety of pokemon options that work in the battle GUI, so that I can have fun using different Pokemon. | Create a Pokemon object   | 1        | Jason                | 3        | 1        | 0        | 0         | 0         | Complete                             |    |
|   | Determine important attributes of Pokemon to be included in object      | 1        | Ben                  | 2        | 1        | 0        | 0         | 0         | Complete                             |    |
|   | Develop a utility class for battle interactions: type advantages and da | 1        | Murph                | 5        | 2        | 0        | 0         | 0         | In Progress                          |    |
|   | Extract information from online data bases for chosen Pokemon           | 2        | Ben                  | 2        | 1        | 1        | 1         | 1         | In Progress                          |    |
|   | Determine which Pokemon/moves to include in game                        | 1        | Everybody            | 1        | 1        | 1        | 1         | 0         | In Progress                          |    |
|   | Develop a move (attack) object, ignoring "special" moves                | 1        | Jason                | 3        | 2        | 0        | 0         | 0         | Complete                             |    |
|   | Develop a type enum for Pokemon and moves                               | 1        | Murph                | 1        | 0        | 0        | 0         | 0         | Complete                             |    |
| Totals  |   |          |                      | 41       | 31       | 12       | 11        | 7.5       |                                      |    |
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# Sprint 2 (4/13/16 - 4/16/16)

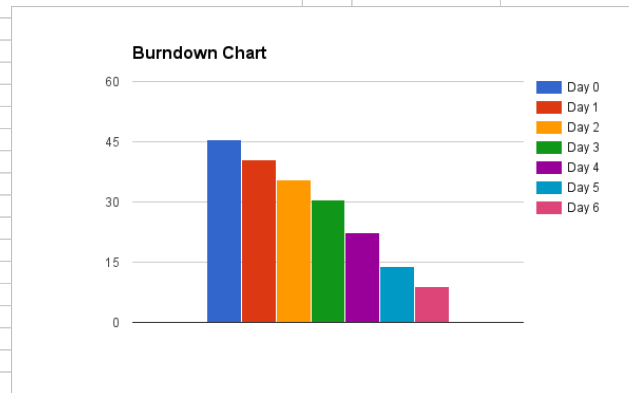
| User Stories  | Tasks  | Priority | Ben's Column Only.   | Start of Sprint | 4/13/2016 | 4/14/2016 | 4/15/2016 | 4/16/2016 | Todo, in progress, testing, complete |  |
|---|--|----------|----------------------|-----------------|-----------|-----------|-----------|-----------|--------------------------------------|--|
|   |  |          | Assigned/Not Assigne | Day 0           | Day 1     | Day 2     | Day 3     | Day 4     | Stage                                |  |
| As a player, I want to have a Pokemon battle GUI, so that I can battle Pokemon.                     | Design bottom component in battle window (fight/pokemon/item/run)      | 1        | Eric                 | 0.5             | 0.5       | 0         | 0         | 0         | Complete                             |  |
|   | Create base-line, very simple animations for battles                   | 3        | Ben/Eric             | 2               | 2         | 2         | 2         | 2         | Todo                                 |  |
|   | Make sound effects for basic events                                    | 4        | Jason                | 1.5             | 1         | 1         | 0.5       | 0.5       | In Progress                          |  |
|   | Implement cursor and keyboard input                                    | 1        | Eric                 | 0.5             | 0.5       | 0         | 0         | 0         | Complete                             |  |
|   | Create both user and enemy trainer clases                              | 1        | Jason                | 1               | 0.5       | 0         | 0         | 0         | Complete                             |  |
|   | Create event class to send to GUI from battle                          | 1        | Murph/Ben            | 1               | 1         | 0         | 0         | 0         | Complete                             |  |
|   | Write logic in controller for battle state                             | 1        | Everybody            | 6               | 3         | 1         | 1         | 0.5       | In Progress                          |  |
|   | Create model to hold trainers for battle                               | 1        | Ben                  | 3               | 2.5       | 0         | 0         | 0         | Complete                             |  |
| As a player, I want AI for all non-player trainers, so that I can be challenged when battling them. | Develop algorithm to choose best move, but not all of the time         | 1        | Jason                | 1               | 1         | 0.5       | 0         | 0         | Complete                             |  |
|   | Create AIUtility to implement all useful methods contained in one clas | 1        | Jason                | 2               | 1.5       | 1         | 1         | 0         | Complete                             |  |
| Totals  |  |          |                      | 15.5            | 11        | 4         | 3.5       | 3         |                                      |  |

Burndown Chart



# Sprint 3 (4/18/16 - 4/23/16)

| User Stories   | Tasks   | Priority | Ben's Column Only.<br>Assigned/Not Assigne | Time at Start of Sprin<br>Day 0 | 4/18/2016<br>Day 1 | 4/19/2016<br>Day 2 | 4/20/2016<br>Day 3 | 4/21/2016<br>Day 4 | 4/22/2016<br>Day 5 | 4/23/2016<br>Day 6 | Todo, in progress, testing, complet |
|--|---|----------|--|---------------------------------|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|-------------------------------------|
| As a player, I want to have a Pokemon battle GUI, so that I can battle Pokemon.  | Create base-line, very simple animations for battles                    | 3        | Ben/Eric                                   | 5                               | 2                  | 1                  | 1                  | 0                  | 0                  | 0                  | Complete                            |
|  | Make sound effects for basic events                                     | 4        | Jason                                      | 0.5                             | 0.5                | 0.5                | 0.5                | 0.5                | 0                  | 0                  | Complete                            |
|  | Write logic in controller for battle state                              | 1        | Everybody                                  | 6                               | 4                  | 3                  | 3                  | 2                  | 1                  | 0                  | Complete                            |
| As a player, I want AI for all non-player trainers, so that I can be challenged when battling them.  | Make AI methods to choose new Pokemon after enemy pkmn faints           | 2        | Jason                                      | 1                               | 1                  | 1                  | 0                  | 0                  | 0                  | 0                  | Complete                            |
|  | Choose professors to include  | 1        | Everybody                                  | 2                               | 2                  | 0                  | 0                  | 0                  | 0                  | 0                  | Complete                            |
|  | Create images/sprites for professors - default or custom                | 4        | Eric/Ben                                   | 5                               | 5                  | 5                  | 5                  | 5                  | 5                  | 5                  | Todo                                |
| As a player, I want trainers to battle and have them named after CS professors, so that I can battle professors like gym leaders.                  | Figure out Pokemon for each professor                                   | 1        | Everybody                                  | 1                               | 1                  | 1                  | 1                  | 0                  | 0                  | 0                  | Complete                            |
|  | Figure out any text the professors say                                  | 1        | Murph                                      | 2                               | 2                  | 2                  | 2                  | 2                  | 0                  | 0                  | Complete                            |
|  | Decide on order you encounter them                                      | 1        | Everybody                                  | 1                               | 1                  | 1                  | 1                  | 0                  | 0                  | 0                  | Complete                            |
|  | Store information in xml and be able to create trainer from professor d | 1        | Ben  | 2                               | 2                  | 2                  | 0                  | 0                  | 0                  | 0                  | Complete                            |
|  | Make way for player to choose whether to battle professor or reg train  | 2        | Eric                                       | 5                               | 5                  | 5                  | 5                  | 5                  | 4                  | 4                  | In Progress                         |
|  | Choose starting Pokemon, opening creation of trainer given a list       | 1        | Ben/Jason                                  | 4                               | 4                  | 4                  | 4                  | 2                  | 1                  | 0                  | Complete                            |
|  | Create a GUI of pokemon options   | 1        | Jason/Ben                                  | 8                               | 8                  | 8                  | 8                  | 6                  | 3                  | 0                  | Complete                            |
| As a player, I want the ability to choose starting Pokemon from a database of Pokemon, so that I can choose my favorites and personalize the game. | Make way to randomize the Pokemon and moves for a trainer (incl us      | 2        | Ben  | 3                               | 3                  | 2                  | 0                  | 0                  | 0                  | 0                  | Complete                            |
|  | Restrict Pokmon to only have attacking moves                            | 1        | Ben  | 2                               | 2                  | 2                  | 2                  | 2                  | 2                  | 0                  | Complete                            |
| Totals   |   |          |  | 45.5                            | 40.5               | 35.5               | 30.5               | 22.5               | 14                 | 9                  |                                     |



## Sprint 4 (4/24/16 - 4/29/16)

|   |  | Ben's Column Only. | Time at Start of Sprint | 4/24/2016 | 4/25/2016 | 4/26/2016 | 4/27/2016 | 4/28/2016 | 4/29/2016 | Todo, in progress, testing, complete |          |
|---|--|--------------------|-------------------------|-----------|-----------|-----------|-----------|-----------|-----------|--------------------------------------|----------|
| User Stories  | Tasks  | Priority           | Assigned/Not Assigne    | Day 0     | Day 1     | Day 2     | Day 3     | Day 4     | Day 5     | Day 6                                | Stage    |
| As a player, I want trainers to battle and have them named after CS professors, so that I can battle professors like gym leaders. | Make way for player to choose whether to battle professor or reg train | 2                  | Eric                    | 4         | 2         | 0         | 0         | 0         | 0         | 0                                    | Complete |
|   | Create/implement images/sprites for professors - default or custom     | 4                  | Murph                   | 5         | 4         | 4         | 3         | 3         | 3         | 0                                    | Complete |
|   | Nerf Murph   | 1                  | Jason                   | 1         | 0         | 0         | 0         | 0         | 0         | 0                                    | Complete |
| As a player, I want the game to be balanced, so that the game is fun but challenging.   | Make a way to reset the whole game                                     | 2                  | Eric                    | 2         | 2         | 0         | 0         | 0         | 0         | 0                                    | Complete |
|   | Remove moves that are OHKO or dependent on other things                | 1                  | Ben                     | 2         | 2         | 2         | 0         | 0         | 0         | 0                                    | Complete |
|   | Lessen the damage of all moves   | 3                  | Murph                   | 1         | 0         | 0         | 0         | 0         | 0         | 0                                    | Complete |
|   | Remove moves that are non damaging from Pokemon chooser                | 1                  | Ben                     | 2         | 2         | 1         | 0         | 0         | 0         | 0                                    | Complete |
|   | Make it so if speed tie, choose randomly                               | 2                  | Murph                   | 1         | 1         | 1         | 1         | 1         | 1         | 0                                    | Complete |
| As a player, I want randomized trainer battles, so that there are battles other than the gym leaders, etc.                        | Create random button to create random team                             | 2                  | Eric                    | 2         | 2         | 2         | 2         | 1         | 0         | 0                                    | Complete |
|   | Create method to return random pokemon                                 | 2                  | Ben                     | 1         | 1         | 1         | 1         | 0         | 0         | 0                                    | Complete |
| Totals  |  |                    |                         | 21        | 16        | 11        | 7         | 5         | 4         | 0                                    |          |

Burndown Chart

