Legend of the Boilermaker

Sprint 1 Planning Document

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Team Coordinator: Siddharth Dhar

1. Sprint Overview

During this sprint, we will complete the starting scene. The starting scene contains the over world of the Purdue campus. Player will have the freedom to choose their desired level to enter. Also, we will implement the main game menu that allows the player to pause, resume and exit the game at any given moment. Our main menu will have a sub menu that will allow the player to adjust system settings, such as display resolution and music volume. Finally, we will implement a sub scene that will allow player to talk to a NPC to customize their in-game name, sex, major, etc. If time allows, we will also allow player to customize the physical traits of the in-game character, such as height, hair color, etc. The workload for this sprint will include both the assembly of 3D models as well as C# scripting.

Scrum Master: Haoran Wang

Meeting Plan: *every Wednesday at 5 PM at Lawson B131*

Risks and Challenges:
- Since this will be our first sprint, we will make sure that our work is coherent with the overall game theme. For example, the UI theme will comply with the over world theme.
- We might need to use Blender to do some 3D modeling work if we cannot find the perfect fit for our scene.

2. Current Sprint Detail

User Story #1
As a user, I would like to select the level I want to enter with an overview of the game world.

Task #	Description	Estimated Time	Owner
1	Assemble 3D models to make a over world with great details.	4-5 hours	Haoran
2	Script to switch between cameras or make the main camera moves smoothly.	1 hour	Haoran
3	Detail work: script to make cars move, add textures, add 3D audio, background music, play a short video, etc	1 hour	Haoran
4	Fixing bugs and improving quality.	3-4 hours	Haoran

User Story #2
As a user, I would like to have an interface to control in-game settings, such as resolution, volume, etc. Also, I would like to be able to pause, resume, exit the game at any given moment.

Task #	Description	Estimated Time	Owner
1	Design menu layout	2 hour	Seunghyun
2	Script to add pause, resume and exit functions.	4-5 hours	Seunghyun
3	Script to add in-game adjustment functions.	4-5 hours	Christian
4	Fixing bugs and improving quality	4-5 hours	Christian, Seunghyun

User Story #3

As a user, I would like to customize my in-game character, such as IGN, gender, etc.

Task #	Description	Estimated Time	Owner
1	Add a separate scene for player to enter and customize their character. E.g. Bookstore	5-6 hours	Christian
2	UI to let user customize their character's name, gender, major, etc.	4-5 hours	Sean
3	UI to let user customize their character's physical trait.	4-5 hours	Sean
4	Fixing bugs and improving quality	4-5 hours	Christian, Sean

User Story #4

As a user, I would like to have my game scene fulfil and have control of my in-game character..

Task #	Description	Estimated Time	Owner
1	Add first game scene with plenty of 3D objects.	5-6 hours	Ji Soo
2	Add visual and audio effect.	4-5 hours	Xingyu
3	Add in-game character movement.	4-5 hours	Xingyu
4	Fixing bugs and improving quality	4-5 hours	Ji Soo, Xingyu

3. Backlog
- ### Functional
    1. As a user, I would like to see the game scene fulfilling with lots of 3D objects mimicking the real world.
    2. As a user, I would like to see the great visual and audio effect in game.
    3. As a user, I would like to choose which level I want to enter.
    4. As a user, I would like to have the option to pause the game at any given moment.
    5. As a user, I would like to have the option to resume the game at any given moment.
    6. As a user, I would like to have the option to exit the game at any given moment.
    7. As a user, I would like to have the option to adjust the game resolution at any given moment.
    8. As a user, I would like to have the option to adjust the game volume at any given moment.
    9. As a user, I would like to have the option to adjust the game resolution at any given moment.
    10. As a user, I would like to have the option to customize the name of my in-game character at any given moment.
    11. As a user, I would like to have the option to customize the gender of my in-game character at any given moment.
    12. As a user, I would like to have the option to customize the major of my in-game character at any given moment.
    13. As a user, I would like to have the option to customize the age of my in-game character at any given moment.
    14. As a user, I would like to have the option to customize the hair of my in-game character at any given moment.
    15. As a user, I would like to have the option to customize the height of my in-game character at any given moment.
    16. As a user, I would like to have the option to customize the clothing of my in-game character at any given moment.
    17. As a user, I would like to see exciting game scene with visual and audio effects.
    18. As a user, I would like to have total control of my in-game character movement.
- ### No-Functional
    1. Aa a user, I would like to have frame rate stay above 60 Hz for smooth gaming experience.
    2. As a user, I would like to see vivid in-game graphics.
    3. As a user, I would like to have in-game background music to make gameplay more engaging.
    4. As a user, I would like to not see Z-fighting while playing the game.