

Team 16

“Section 16”

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Sprint 3 Planning Document

1. User Stories:

- Be able to navigate the maze
- Be able to change settings
- Be able to answer questions at obstacles
- At the end of the game be able to add and view highscores
- Be able to have an enjoyable visual experience
- Be able to see the “Fog of war”

2. Tasks:

- a. 6 polish obstacle generation
- b. 3 Add more questions
- c. 10 Link maze, questions, settings, database activities together
- d. 6 Add settings changes to table
- e. 12 Implement maze movement controls
- f. 6 polish maze generation
- g. 6 Implement scoring algorithm
- h. 12 Save maze state in the database
- i. 15 polish graphics
- z. 12 Thorough testing

Note: Time estimates aren't going to be as accurate for this sprint because we will be working as a full group so time will be shared.

Stretch goals:

1. Theme song
2. HD Graphics

Nate & Joey

Tasks i, z, b, c, e, g

Alex & Cameron

Tasks d, h, z, b, c

JP & Ryan

Tasks a, e, f, z, b, c