Sprint 2 Plan

2Sticks4Shooting

PoverTea Studios

Sprint Completion Date: 3/??/2015

Revision 0.1.0 - 2/24/2015

**Goals:**

1. Finish core gameplay mechanics
2. Main menu
3. Revise enemy AI
4. Gamepad support
5. Final aesthetic touches
6. Multiplayer (as a stretch goal)
7. Level implementation
8. Room implementation

**Task Listing:**

1. As a player, I want to be able to play with full functionality (no gameplay bugs/glitches)
   1. Finish ammo pickups (1 hour)
   2. Finish weapon pickups (2 hours)
   3. Add health pickups (1 hour)
   4. Fix enemy/player damage (1 hour)

Total hours for user story 1: 5 hours

1. As a player, I want to be able to start my game
   1. Make menu UI (2 hours)
   2. Make menu music (done)

Total hours for user story 2: 2 hours

1. As a player I want to fight enemies that are not bland
   1. Finish enemy sprites (3 hours)
   2. Revise enemy AI, using an FSM (2 hours)

Total hours for user story 3: 5 hours

1. As a player, I want to be able to play on a controller
   1. Write code for gamepad support (2 hours)

Total hours for user story 4: 2 hours

5) As a designer, I want the game to look visually pleasing (and have sound)

* 1. Room sprites (2 hours)
  2. Sound effects (2 hours, stretch goal)
  3. Revise reticule sprites (3 hours)

Total hours for user story 5: 7 hours

6) As a player I want to be able to play alongside up to 3 other players

1. Write code for multiplayer support (2 hours)

Total hours for user story 6: 2 hours

7) As a player I want to be able to progress through multiple levels

1. Level design (4 hours)
2. Level implementation (3 hours)

Total hours for user story 7: 3 hours

8) As a player, I want to be able to explore different rooms with varying levels of difficulty

* 1. Build a prototype room (3 hours)
  2. Create generation code for making pathways between rooms (4 hours)

Total hours for user story 7: 7 hours

**Team Roles:**

1. Nick Junius- UI Designer/Engineer, Gameplay Engineer
2. Nick Chase- Weapon Engineer, Gameplay Engineer
3. Richard Nicholson- Weapon Engineer, Gameplay Engineer
4. Chaiz Tuimoloau- Character Artist, Character Designer
5. Alan Hsueh- Character Artist, Character Designer, Gameplay Engineer
6. Patrick Mathieu- Character Engineer, Gameplay Engineer

**Initial Tasks:**

1. Nick Junius- User Story 2 Task A, 6A, 5D
2. Nick Chase- User Story 1 Task AB, 4A, 3B, 6A
3. Alan Hsueh- User Story 5 Task AC, 7B
4. Chaiz Tuimoloau- User Story 3 Task A
5. Richard Nicholson- User Story 7 Task A
6. Patrick Mathieu- User Story 1 Task C