Sprint 2 Plan

2Sticks4Shooting

PoverTea Studios

Sprint Completion Date: 2/??/2015

Revision 0.1.0 - 2/15/2015

Blue = sprint 1

**Goals:**

1. Completely implement a player character’s movement, looking, shooting, and health system. This includes all the sprites for the character.
2. Implement the structure for an expandable weapon system and the primary pieces of three weapons.
3. Build the basics of the player interacting with other characters and items.

**Task Listing:**

1. As a player, I want to be able to move my character and have them look around so I can explore.
   1. Implement player movement using keyboard keys. (1.5 hours)
   2. Implement player looking in 360 degrees using the mouse. (1.5 hours)
   3. Create the player character’s sprite and animations. (50 hours)

Total hours for user story 1: 53 hours

1. As a player, I want to be able to fire my weapon where I’m aiming so I can defend myself.
   1. Implement the weapon abstract class. (1.5 hours)
   2. Implement the sin wave gun. (3 hours)
   3. Implement the reverse shotgun. (3 hours)
   4. Implement the mortar. (2.5 hours)

Total hours for user story 2: 11 hours

1. As a player, I want to be able to switch which weapons I am using and carrying.
   1. Create a vector of weapons for the player. (.5 hours)
   2. Create weapon pickups. (1.5 hours)
   3. Implement a button press to switch the current active weapon. (1 hour)
   4. Implement a button press to allow the player to pick up a weapon off the ground. (1 hour)

Total hours for user story 3: 4 hours

1. As a player, I want to be able to easily see where I am looking and what my health level is.
   1. Create the player’s health bar. (1.5 hours)
   2. Create unique reticules for each gun so the player knows what they are using and where their shots will hit. (6 hours)

Total hours for user story 4: 7.5 hours

1. As a designer, I want a basic enemy for the player to interact with so we can test collision detection, health, and damage systems.
   1. Create an object that the player can touch and shoot. (1.5 hours)
   2. Make the object move somewhat intelligently. (2 hours)

Total hours for user story 5: 3.5 hours

**Team Roles:**

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

**Initial Tasks:**

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

**Goals:**

1. Have a character in a room with an enemy
2. Random room generation
3. Fully functional health + bar in an UI
4. Finish all planned weapons from the Weapon Document
5. Combine all code + assets

**Task Listing:**

1. As a player, I want to be able to interact with an enemy that has AI, in a contained room
   1. Give AI pathfinding capabilities (7 hours)
   2. Allow enemies to spawn in a room (4 hours)

Total hours for user story 6: 11 hours

1. As a player, I want to be able to explore differing 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

1. As a player, I want to be able to play with a HUD that is not cluttered and is convenient to use
   1. Complete reticule sprites (4 hours)
   2. Allow reticule to properly switch sprites based on its owner’s current weapon and ammo count (3 hours)

Total hours for user story 8: 7 hours

1. As a player, I want to be able to have a choice as to what weapon to use
   1. Build and test weapon manager (4 hours)
   2. Connect weapons, player, and weapon manager(3.5 hours)

Total hours for user story 9: 7.5 hours

10) As a designer, I want the game to look presentable and free of major bugs

* 1. Test components as they are completed (3.5 hours)

Total hours for user story 10: 3.5 hours

11) As a player I want to fight enemies with personality

1. Create enemy sprite (15 hours)

Total hours for user story 11: 15 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
6. Patrick Mathieu- Character Engineer, Gameplay Engineer

**Initial Tasks:**

1. Nick Junius- User Story 9Task B
2. Nick Chase- User Story 2 Task C
3. Alan Hsueh- User Story 12 Task A
4. Chaiz Tuimoloau- User Story 1 Task A
5. Richard Nicholson- User Story 7 Task A
6. Patrick Mathieu- User Story 6 Task A