

Sprint 2 Plan

Goal:

- Creating the learn mode and npc world
- Creating the dictionary mode
- Make sure the UI is right for the dictionary and learn mode
- Test our sprint 1 features

Task listing, organized by user story:

- Learn Mode (NPC World)
- User Story 1: {10} As a user, I want to learn different categories of words in the language I selected to learn about the words
 - Points: 8
 - Creating the UI for each category: 4 hours
- User Story 2: {10} As a developer, I want to create a map for the user to select which NPC they want to learn from.
 - Points: 7
 - Creating each category: 3 hours
- User Story 3: {8} As a developer, I want to create slideshow so that the NPC can talk to the user
 - User clicks next or previous to go through the text dialogues
 - Points: 7
 - New text every time with user: 3 hours
 - Getting conversations for each NPC: 8 hours
- User Story 4: {10} As a developer, I want some mechanism such as having the user type out the word they are learning to keep them engaged in some way when learning and to have some type of physical acknowledgement that they learned the word
 - Points: 7
 - Quiz questions every couple of words: 5 hours
 - Creating an algorithm to pick a word that is more challenging to the player: 15 hours

Team roles:

Chinmay: Scrum Master
Ari: Developer
Mingwei: Developer
Venkatesh: Developer
Chris: Developer

Initial task assignment:

Ari and Chinmay:

- User Stories 2
- Venky and Chris:
- User Stories
- Mingwei:
- All user stories.

Initial scrum board:

<https://trello.com/invite/b/70DJ5ofT/ATTI46ed659ccef16f30e43bb796631ee6df49870047/sprint-2>

Scrum times:

Tuesday 5pm to 7pm

Thursday 5pm to 7pm

Friday 10am to 12pm - 1 hour with a TA

Initial Sprint 2 Burnup Chart:

