

Vocab Venture  
5/21/24  
Version 1

## Sprint 4 Plan

### Goal:

- Fixing all the small bugs that are in the other modes of the game
- Making sure multiple people on the domain cannot break the program

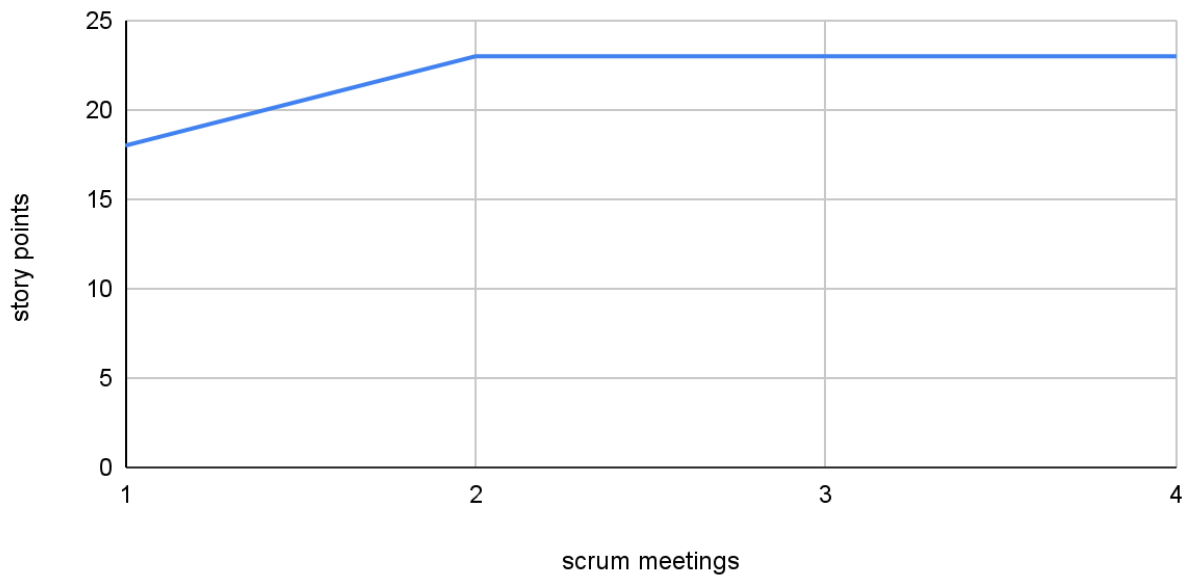
### Task listing, organized by user story:

- User Story 1: {10}: As a user, I want to be quizzed on different types of questions in a random order
  - Points: 7
  - Switch between the different types of questions: 6 hours
- User Story 2: {4}: As a user, I want to see the definition of each word in dictionary and learn modes
  - Points: 6
  - Seeing the definition of each word: 3 hours
- User Story 3: {6}: As a user, I want to have a basic conversation with the non playable character.
  - Points: 5
  - Looping through the text with the NPC: 2 hours
- User Story 4: {8} As a user, I want smoother transitions between actions in-game, for a better experience
  - Points: 5
  - UI transitions: 6 hours
  - Optimize delays: 5 hours

### Initial Burn-up:

## sprint 4

expected user story pointer



### Team roles:

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

### Initial task assignment:

Ari:  
• User Story 1  
Chinmay:  
• User Stories 1  
Venky:  
• User Story 2  
Chris:  
• User Story 2  
Mingwei:  
• User story 3

### Initial scrum board:

<https://trello.com/invite/b/nUO6VZAD/ATTI350f6a98bbce0f4ab3f68ebe12cffdb8A262B950/sprint-4>

**Scrum times:**

Tuesday 5pm to 7pm

Thursday 5pm to 7pm

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