

Sprint Plan # 7

Context Project: Games
Group: 1 (a.k.a. Funkey Donkey Studio)

	Task	Assigned to *	Estimated effort (1 - 5)	Priority (1 - 3)
	DEADLINE Emergent architecture design draft 12/06	-	-	1
	Develop game architecture (class responsibilities, UML diagrams, etc)	Team #Olivier	4	1
	Improve EAD taking into account the feedback given by the TA's	Team #Jonathan	2	1
	DEADLINE BETA testing plan 01/07 23:59	-	-	1
	prepare and hand in BETA	Jonathan	1	1
User Story				
As a user I want to have multiple obstacles appearing and disappearing over time	Add Eskimo (throws spear from right to left)	Stephan	2	1
	Add Killer Whale (jumps from bottom)	Stephan	2	1
	Add Yeti (throws snowball from the back)	Jonathan	2	1
	Add thunder (death from above)	Danilo	2	1
	Add Polar bear (floats on ice block in front of the curve)	Olivier	2	1
	Add ice-spiked ball (rolls on the curve)	Olivier	2	1
	Have a notification on the spawning of an obstacle to show where it is going to spawn.	Jonathan	2	1

29/05/2015

As a user I want to be able to activate several different power-ups that become available when reaching certain combo counts. These power-ups change the game in a fun way	Spots on the wave that change properties like movement speed and bounciness	Olivier	2	1
	Ball speed (overall game speed) increase	Jonathan	2	1
	Growing snowball (invincibility)	Jonathan	4	1
As a user I want to have multiple obstacles appearing and disappearing over time	Implement obstacle spawning behaviour, the time when obstacles spawn	Stephan	4	
As a user I want the game to be aesthetically pleasing, including good lighting and interesting environments	Make or find movable models (penguins/ polar bears)	Danilo	3	1
	Construct scene with (static) models,	Olivier	3	1
	Create a material for the Curve	Danilo	3	2
	Animate penguins and polar bears	Danilo	3	3
	(code) Implement penguins/polar bears animation behaviour	Team #Danilo	2	1
As a user I want to be able to lose the combo progress when an obstacle is hit, which resets the difficulty and the counter so that I do my best to avoid future targets	Implement the loss of combo points progress and make combo point system more entertaining	Stephan	3	2

As a user I want audio and visual feedback on the state of the game, like cues when I increase or lose a combo	Trigger appropriate sounds on events: obstacles collision / target collision / penguin spawn / combo lost / combo hits multiple of 10 / penguin saved / obstacle spawned / target spawned	Olivier	2	2
--	---	---------	---	---

* All = each member individually

* Team = together with team

* # = responsibility

Priorities:

1. Very urgent, usually with a deadline
2. Important task, should be completed in the current sprint
3. Can be moved to next sprint if tasks with a higher priority require more time than expected