

Sprint Plan # 8

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

	Task	Assigned to *	Estimated effort (1 - 5)	Priority (1 - 3)
	DEADLINE DRAFT Final Report 18-06	Team #Olivier	3	
	DEADLINE (4 page) CHI PAPER DRAFT 18-06	Team #Olivier	3	
	DEADLINE Script CHI Play video 18-06	Team #Stephan	3	
	DEADLINE BETA hand in code to SIG 19-06	Team #Jonathan	4	
	Clean up code and ensure enough test coverage	Jonathan	5	1
	DEADLINE Emergent architecture design FINAL 19-06	Stephan	3	
	DEADLINE FINAL presentations 19-06	Danilo	3	
	Prepare script for final presentation	Danilo	3	1
	DEADLINE Public game demo 19-06	Jonathan	3	
User Story				
As a user I want to have multiple obstacles appearing and disappearing over time	Implement obstacle spawning behaviour using the tiers system and combo count: <ul style="list-style-type: none"> • system for when you move on to next tier • which obstacles / powerups spawn during which tiers • target spawn behaviour per tier (increasingly difficult locations) • gradually increase difficulty with combo count 	Stephan	4	1
As a user I want the game to be aesthetically	Find movable models (penguins/ polar bears/ whale/ spear/ spiked ball/ fishy targets/ power ups)	Danilo	3	1

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pleasing, including good lighting and interesting environments	Load scene with pretty background	Danilo	2	1
	(code) Set penguin model rotation to its movement direction	Olivier	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	Add gamification style graphical feedback on achieving higher combos tiers	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	4	2
As a user I want to play an enjoyable game so that I have fun whilst playing	Balance gameplay: <ul style="list-style-type: none"> • test on users • tweak difficulty • penguin physics 	Team #Jonathan	4	1

* 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

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