

# Sprint Plan # 6

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 05/06  | -              | -                        | 1                |
|  | Develop game architecture (class responsibilities, UML diagrams, etc)  | Team #Stephan  | 4                        | 1                |
|  | Improve EAD taking into account the feedback given by the TA's   | Stephan        | 1                        | 1                |
|  | DEADLINE BETA testing plan   | -              | -                        | 1                |
|  | Create beta-testing plan 01/06 23:59   | Stephan        | 2                        | 1                |
|  | DEADLINE CHI PLAY outline 03/06  | Team #Olivier  | 1                        | 1                |
|  | MEETING feedback session interaction design 12.080 14:45 01/06   | -              | -                        | -                |
|  | LECTURE SIG in Boole 10:30 03/06   | -              | -                        | -                |
|  |  |                |                          |                  |
| User Story   |  |                |                          |                  |
| As a user I want to have multiple obstacles appearing and disappearing over time | Define final list of targets and obstacles and the behaviour that goes with these objects                                    | Team #Stephan  | 2                        | 1                |
|  | Implement obstacle spawning volume (as well as target spawning behaviour), defining the spawn locations of obstacles/targets | Olivier        | 4                        | 1                |
| As a user I want to be able to activate several different power-ups that         | Define list of power-ups and prioritize them   | Team #Jonathan | 3                        | 1                |

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|  |  |                   |   |   |
|--|--|-------------------|---|---|
| become available when reaching certain combo counts. These power-ups change the game in a fun way  | Implement this list  | Jonathan, Stephan | 5 | 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   | Produce audio sounds to be triggered by game events (e.g. obstacles collision / target collision / penguin spawn / combo lost / combo hits multiple of 10 / penguin saved / obstacle spawned / target spawned) | Olivier           | 3 | 3 |
|  | Add background game music (find suitable existing music and make smooth loop)  | Olivier           | 2 | 3 |
| 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 |
|  | Make or find environment (static) models   | Jonathan          | 3 | 2 |
|  | 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 |

\* All = each member individually

\* Team = together with team

\* # = responsibility

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**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