

PROJECT Bubba’s

TEAM MEMBERS



February 24, 2020

DeSales University

CS356

**Team <PROJECT NAME> Sprint <SPRINT NUMBER> Planning Document**

# Sprint overview

## Overview

## Scrum master

*<Cameron Germano >*

## Scrum meeting times

11:00 Monday, Wednesday, and Friday

## Risks/Challenges

*-Making sure code functions without error*

*-creating Game Code/GUI*

# Current sprint detail

## User story

*As a user, I want to be able to explore an area/room for each mission available in the game.*

### Tasks

<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Area Creation | 4 hours | Cameron Germano |
| Character Movement Inside Area | 3 hours | Cameron Germano |
| Area Decoration | 2 hours | Cameron Germano |

### Acceptance criteria

If successful, the user should be able to maneuver their character through an area in the game

## User story

*As a User, I want to have a fun turn-based combat system to battle the enemies*

### Tasks

*<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>*

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Combat options and functions | 4 hours | Dominic Ferraro |
| Affecting stats | 3 hours | Dominic Ferraro |
| Stats post fight | 2 hours | Dominic Ferraro |

### Acceptance criteria

*If successful, the game user should be able to have a functioning turn-based combat system. The stats of the fight should also affect the stats after the fight concludes.*

## User story

*As a User, I want to create my unique custom character at the start of the game*

### Tasks

*<Each user story has a number of tasks, pick the task and the estimate that will be implemented for this sprint>*

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Gender/Racial Options | 3 hours | Dennis Lupin |
| Class Options | 3 hours | Dennis Lupin |
| Background Options | 4 hours | Dennis Lupin |

### Acceptance criteria

*If successful, the character selection screen should be connected to the New Game option on the main menu, and should be able to completely make a new and unique character*