

PROJECT Bubba’s

TEAM MEMBERS



February 24, 2020

DeSales University

CS356

**Team <Project Bubbas> Sprint <1> Planning Document**

# Sprint overview

## Overview

## Scrum master

*<Dennis Lupin>*

## Scrum meeting times

11:00 Monday, Wednesday, and Friday

## Risks/Challenges

*-Making sure code functions without error*

*-creating a GUI*

# Current sprint detail

## User story

*As a user, I want to be able to start a new game or continue from a previous save.*

### 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 |
| UI (Save/Load Screen) | 2 hours | Dennis Lupin |
| UX (Save/Load Screen) | 2 hours | Dominic Ferraro |
| Game Save | 2 hours | Cameron Germano |

### Acceptance criteria

If implementation is successful, the user will be able to save and load their game.

## User story

*As a user, I want to have access to multiple features in a user-friendly title screen.*

### 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 |
| Game Settings | 4 hours | Cameron Germano, Dominic Ferraro |
| UI (Title Screen) | 3 hours | Dennis Lupin |
| UX (Title Screen) | 2 hours | Dominic Ferraro |

### Acceptance criteria

If we are successful in implementing the title screen, then the user should have a fully functional title screen. The settings for the game should also function correctly and have the ability to be adjusted.