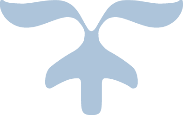


PROJECT Video Game

Brian Kollgaard, Joseph Tragila, Emanuel Luna



**Team Video Game Sprint 1 Planning Document**

# Sprint overview

## Overview

In this sprint, the project team will attempt to implement basic assets into their game. These assets will include implementing a functioning title screen, designing a title screen, designing gameplay features, implementing gameplay textures and animations, designing background elements, and implementing animated background elements.

## Scrum master

Joseph Traglia

## Scrum meeting times

March 2nd, 1:00 PM; March 4th, 1:00 PM

March 14th, 1:00 PM; March 16th, 1:00 PM; March 18th, 1:00 PM

## Risks/Challenges

Make sure Java code functions properly and compiles successfully.

Make sure crucial assets are able to be implemented.

Attempting to implement all features outlined in this document successfully.

Make sure the frontend and backend code works together synchronously.

# Current sprint detail

## Requirement 1

As a developer, I want to program simplistic gameplay with easy-to-understand controls and fluid gameplay with animations that help display the movement.

**2.1.1 Tasks**

| Task description | Estimated time | Owner |
| --- | --- | --- |
| Design gameplay | 10 hours | Emanuel Luna |
| Implement textures | 10 hours | Emanuel Luna |
| Implement animations | 4 hours | Emanuel Luna |

### 2.1.2 Acceptance criteria

If the programmer implemented the gameplay, the user should understand the gameplay elements without needing to ask questions about the “character.”

## Requirement 2

As a developer, I want to add a meaningful design that allows the user to understand what is going on in the game without much literacy or experience.

### Tasks

| Task description | Estimated time | Owner |
| --- | --- | --- |
| Design background elements | 10 hours | Brian Kollgaard |
| Animated background elements | 15 hours | Brian Kollgaard |
| Make elements implementable | 2 hours | Brian Kollgaard |

### Acceptance criteria

If the designers were implemented correctly then the user should be able to understand the meanings of the designs in the context of the greater experience.

## Requirement 3

As a developer, I am attempting to implement a functioning menu system so that users will be able to start and quit the game from the title screen.

### Tasks

| Task description | Estimated time | Owner |
| --- | --- | --- |
| Implementing a title screen design | 10 hours | Joseph Traglia |
| Implementing functioning buttons on title screen | 15 hours | Joseph Traglia |
| Implementing title screen music | 3 hours | Joseph Traglia |

### Acceptance criteria

If the menu system is implemented successfully, a tester should be able to start the game from the title screen and a pause screen should appear when the end-user pauses the game.