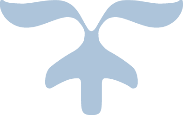


Video Game

Brian Kollgaard, Joseph Traglia, Emanuel Luna



**Team VIDEO GAME Sprint 2 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 with music, designing a proper background for the title screen, designing core gameplay features, implementing gameplay textures and animations, designing in-game background elements, implementing in-game sound effects, and implementing animated background elements.

## Scrum master

Joseph Traglia

## Scrum meeting times

March 21st, 1:00 PM; March 23th, 1:00 PM

March 25th, 1:00 PM; March 28th, 1:00 PM; March 30th, 1:00 PM

## Risks/Challenges

Making sure Java code functions properly and compiles successfully.

Making sure crucial assets of the game are able to be implemented.

Attempting to implement all features outlined in this document successfully.

Making sure the frontend and backend code works together synchronously.

Avoid trying to implement features outside what is specified on this document.

Avoid implementing large sections of code without testing for functionality first.

Making sure to produce a working prototype first before worrying about specific details.

## 1.5 PREVIOUS SPRINT EFFORT

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Estimated | Actual | Team Member | Status |
| Implementing a title screen design | 10 hours | 7 hours | Joseph Traglia | Complete |
| Implementing functioning buttons on title screen | 15 hours | 4 hours | Joseph Traglia | Complete |
| Implementing title screen music | 3 hours | 1 hour | Joseph Traglia | Incomplete |
| Design Gameplay | 10 hours | 3 hours | Emanuel Luna | Mostly Complete |
| Implement Animation | 4 hours | 4 hours | Emanuel Luna | Incomplete |
| Implement Textures | 10 hours | 4 hours | Emanuel Luna | Incomplete |
| Design background elements | 10 hours | 1.5 hours | Brian Kollgaard | Half Complete |
| Animated background elements | 15 hours | 6 hours | Brian Kollgaard | Half Complete |
| Make elements implementable | 2 hours | 6 hours | Brian Kollgaard | Mostly Complete |

# Current sprint detail

## User story

As a developer, I want to implement and finalize the gameplay that allows the end-user to understand what they are doing in the game without needing to struggle by trying to figure it out for themselves.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Implementing Textures | 6.5 hours | Emanuel Luna |
| Implement Animations | 7 hours | Emanuel Luna |
|  |  |  |

### Acceptance criteria

If the user enters a level in the game, they will be able to understand who the main character is and what they can interact with in game. Such an example would be when the user is moving the player. The ground will move in order to signal movement. Another example would be jumping, the user will see the player jump, indicating an increase in height.

## User story

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 | 5.5 hours | Brian Kollgaard |
| Animated background elements | 6.5 hours | Brian Kollgaard |
| Make elements implementable | 3 hours | Brian Kollgaard |

### Acceptance criteria

If the user can understand the designs without confusion then it is acceptable. An example would be if the player starts on the far left of the screen, the open space on the right screen is an invisible design to prompt them to move right without any words. Another example would be that nothing is cluttered or confusing, therefore, if the player sees an asset, they immediately identify if the object is interactable or a background object by using context clues.

## User story

As a developer, I want to successfully implement sounds effects and music into the game, which will make for a more enjoyable experience for the end-user and add overall consistency to the game.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Implementing Title Screen Music | 5 hours | Joseph Traglia |
| Implementing In-Game Sound Effects | 6 hours | Joseph Traglia |
| Implementing Button Sounds | 2 hours | Joseph Traglia |

### Acceptance criteria

If the user boots up the game, they should be greeted by welcoming theme music that sets the tone and attitude for the game they are about to play. In addition, when playing a level in the game, they should hear sound effects when their player moves or when they interact with an object on screen. Many gamers remember specific games they play because of the music or sounds they hear when playing the game. This is what I am attempting to accomplish during this upcoming Sprint. A specific example of this in the game would be if the user shoots their weapon, they will hear the bullet leave their weapon and hear how the bullet affects the inflicted enemy. Implementing this feature successfully will provide a more consistent overall experience for the end-user.