

Sprint 1 Plan

A Code World

Sprint Completion Date: Oct 22

Revision #: 3

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Goal: We want to learn the coding language for the Godot Engine.

User Story 1: As a developer, I want to have basic functions so that I can move the characters around.

- Create codes to move character by the interaction of the key press.
- Connect the character with the code.

User Story 2: As a developer, I want to have a general level design finished so that I can have a basic map to contain everything.

- Draw a layout for the game map.

User Story 3: As a developer, I want to have basic characters so that I can start testing the levels.

- Make a character.

Team Roles

Carson Burr: Product Owner

Andrew Yeh: Scrum Master

An Tran: Team member

Wenzhi Fei: Team member

Andrew Tsai: Team member

Task:

Carson Burr

- Start testing the python interpreter

Andrew Yeh

- Learning to use the Godot Engine

An Tran

- Learning to use the Godot Engine

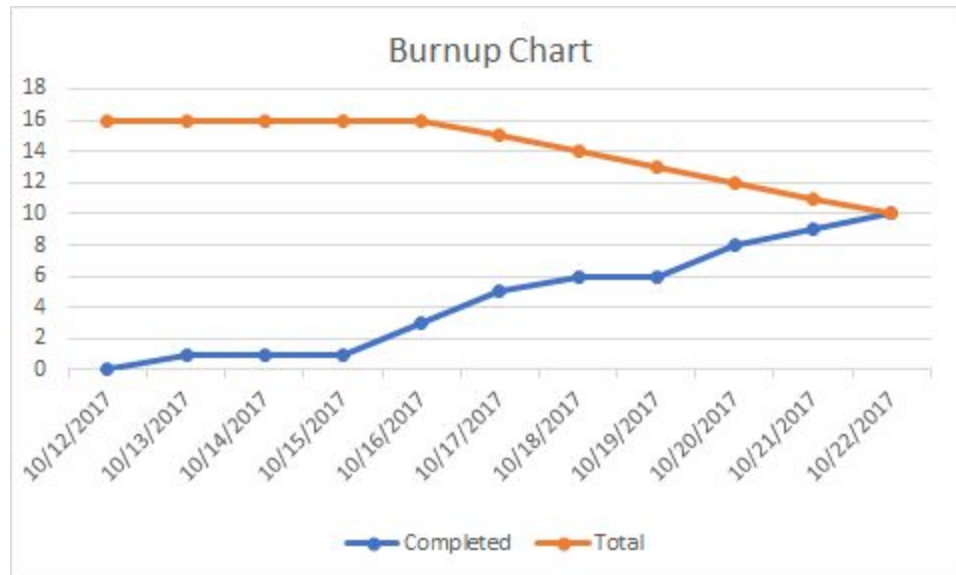
Wenzhi Fei

- Learning to use the Godot Engine

Andrew Tsai

- Learning to use the Godot engine
- Create basic room with character movement

Burnup Chart:



Scrum Board:

Scrum Times:

- Tuesday 12pm (TA)
- Thursday 12pm
- Sunday 12pm