

Sprint 3 Plan

A Code World

Sprint Completion Date: Nov 19

Revision #: 4

Revision Date: Oct 22

Goal: Include more codes that will generate different playable level.

User Story 1: As a developer, I want an in-game text editor so that the players can give commands to the bot.

- Make a text editor for player to input codes.

User Story 2: As a player, I want to have enemies and traps so that there will be challenges in the game.

- Make enemy designs and trap designs
- Create enemy sprites with movement controls
- Create traps with working functions
- Make enemies to fight.
- Making the enemies move base on when the character moving.

User Story 3: As a player, I want to have items so that there will be interesting choices and powers.

- Make item designs
- Create items with working functions
- Make items to enhance gaming experience.
- Create action for character/player to perform when items are pick up.

Team Roles

Carson Burr: Product Owner

Andrew Yeh: Team member

An Tran: Team member

Wenzhi Fei: Scrum Master

Andrew Tsai: Team member

Task:

Carson Burr

- Start working on exposing a representation of the map to the interpreter

Andrew Yeh

- Finish implementing the random level generator
- Make sprites and UI elements for the game

An Tran

- Make items for game.
- Make enemies.
- Help combine code together.

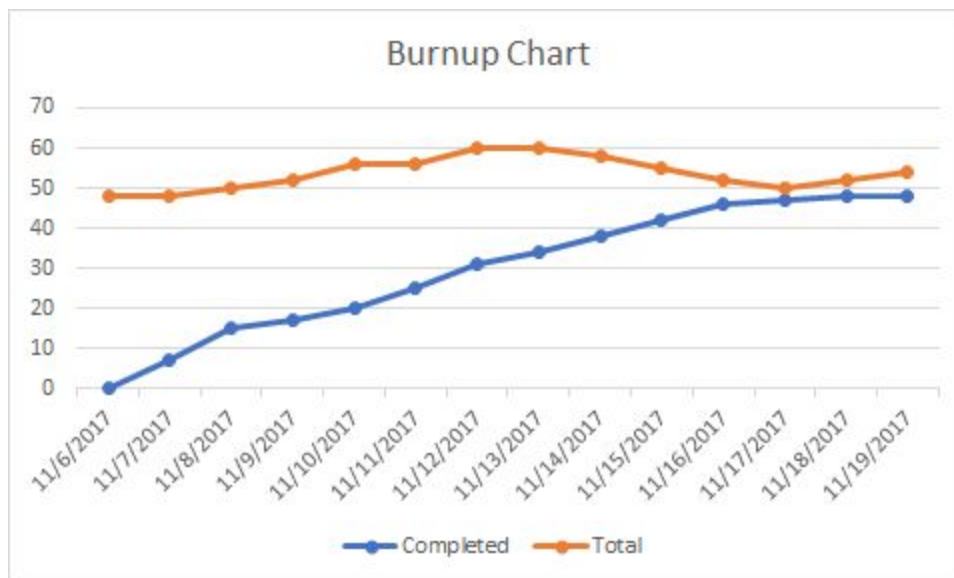
Wenzhi Fei

- Finish room and map generation
- Integrate code into main code
- Make enemies

Andrew Tsai

- Make layout for room and code for room generation
- Help put together An's and my code

Burnup Chart:



Scrum Board: <https://trello.com/b/FSkQG7px>

Scrum Times:

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