

Sprint 2 Plan

A Code World

Sprint Completion Date: Nov 5

Revision #: 2

Revision Date: Oct 22

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

User Story 1: As a player, I want to have procedurally generated playable levels so that each time I play will be a different experience.

- Create tilesets.
- Construct a basic scene map layout.
- Put character onto the map.
- Make character move from one space on the map to the next.

User Story 2: As a developer, I want to have a working python interpreter so that I can interpret the user's commands.

- Research interpreter.
- Create the codes for the interpreter to work with the Godot Engine.

Team Roles

Carson Burr: Product Owner

Andrew Yeh: Team member

An Tran: Scrum Master

Wenzhi Fei: Team member

Andrew Tsai: Team member

Task:

Carson Burr

- Finish the python interpreter

Andrew Yeh

-

An Tran

- Put character in the room.
- Make tileset.

Wenzhi Fei

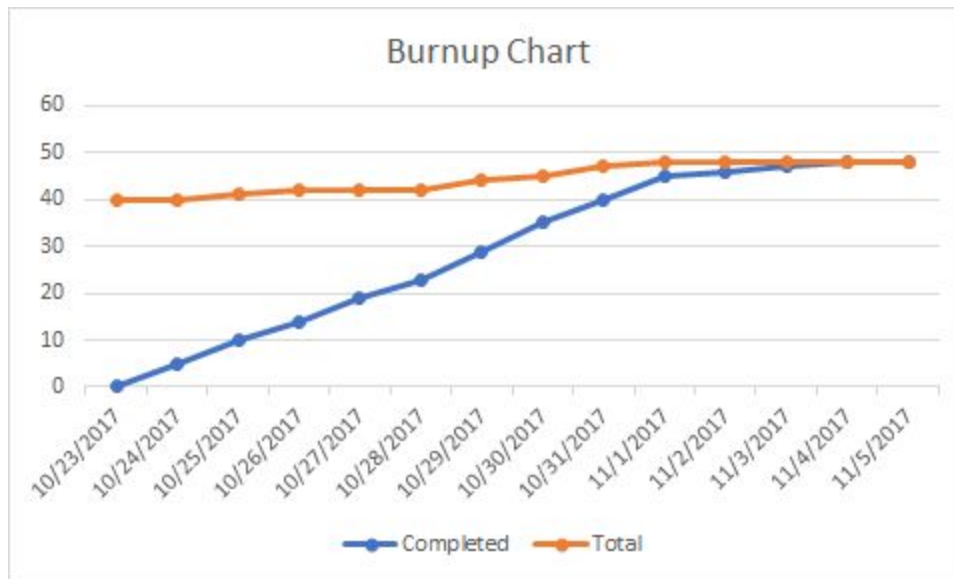
- Make a simple room
- Make a character move in the room and go to the next room

Andrew Tsai

- Create room layout

- Create procedural generating room

Burnup Chart:



Scrum Board: <https://trello.com/b/KN38R554>

Scrum Times:

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