

Sprint 1 Plan - CMPS 115

Product Name: Amazing Maze

Team Name: Maze Runners

Sprint completion date: 2/9

Revision Number: 1.0

Revision Date: 1/19/2015

Goal: For this sprint, the overall goal is to have a product that can allow a user to experience the general flow of the game, which entails generating a playable maze along with a “character” figure that can move around within the maze, a main menu where a user can access the basic features of the game (starting, pausing, restarting, quitting, etc).

Task Listing, organized by user story:

User Story #1: As a player of the game, I want to finish the maze.

Task 1 : Create a system which can generate a maze for the user (2 days)

Task 2: Have a starting point within the generated maze where the player can spawn when prompting the game to start (2 hours)

Task 3: Allow the player to move around within the maze with touch-based functionality (2 hour)

Task 4: Allow a “success” message to be given to the player when he/she finishes the maze (30 min)

User Story #2: As a multi-tasking user, I want to be able to pause the game, start the game and end the game, so that I can multi-task.

Task 1: Include a pause button on the play screen of the game (10 mins)

Task 2: Allow the state of the player on the maze to be saved, so that after the pause is over, play can be resumed (2 hours)

Task 3: Create a pause menu, which gives the option to the player to quit the current state of the game (10 min)

User Story #3: As a confused player solving the maze on my phone, I need to have a restart button because I don’t want to give up the level nor use hints.

Task 1: Create a restart button on the screen and reload the level when the button is pressed. (30 mins)

User Story #4: As a game tester, I want to be able to press a “solve” button, so that I know that the maze is solvable.

Task 1: Create a system which computes the possible route out of a given maze (2 days)

Task 2: Create a “CPU” character that follows the computed route and successfully demonstrates the completion of the maze (1 day)

User Story #5: In order to play and finish the game as a player, I want to have hints and tutorial of how to play the game.

Task 1: Create a tutorial level which demonstrates the basic functionality of the game

Task 2: Create a “Hint” button which changes the view scope of the maze to allow the player to see an outer layer.

Team Roles

Kevin Andres: Scrum Master, Developer

Jeffrey Deng: Product Owner, Developer

Xiaoli Tang: Developer

Samantha Soohoo: Developer