

## **Sprint 2 Plan - CMPS 115**

**Product Name: Amazing Maze      Team Name: Maze Runners**

**Sprint completion date: 02/20/2015**

**Revision Number: 1.0**

**Revision Date: 02/09/2015**

**Goal:** For this sprint, the overall goal is to have a challenging maze game that allows the player move with easier navigation method, enable multitasking and a different maze to complete each time the user plays.

### **Task Listing, organized by user story:**

**User Story #1:** As a player, I want to play a game with easy navigation and multiple levels of difficulties (33hrs total)

- Task 1: Work on the algorithm to randomly generate the maze. (8hrs)
- Task 2: Code the random generation of doors (6hrs)
- Task 3: Code the random generation of blocks (6hrs)
- Task 4: To be able to zoomed into the maze according to the level (5hrs)
- Task 5: Allow the player to move by just tapping the screen. (8hrs)

**User Story #2:** As a developer, I want my software to be free of faults so the user don't come across any failures. (10hrs total)

- Task 1: Test the random generation of doors (2hrs)
- Task 2: Test the random generation of blocks (2hrs)
- Task 3: Test the player movement, make sure it doesn't go across the blocks and walls (3hrs)
- Task 4: Test the overall quality of the game (3hrs)

**User Story #3:** 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. (4hrs total)

- Task 1: Include a pause button on the play screen of the game (1hr)
- 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 (1hr)

**User Story #4:** 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. (1hr total)

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

**User Story #5:** As a user, I need an user documentation so the user can familiarize with the flow of the game (1hr total)

Task1: An installation manual details the steps necessary to prepare for operation of the product from download to execution.

Task2: A tutorial where the user is guided step-by-step through how to play the game

Task3: A user guide is arranged in a thematic way possibly covering each of the types of documentation with alphabetical index into the documentation

(A quick reference is not needed, since the game is simple and self-explanatory)

### Initial Task Assignment

Jeffrey & Lilly: Maze generation (User Story #1 tasks1-4 and User Story #4)

Kevin: Player Controller (User Story #1 task 5)

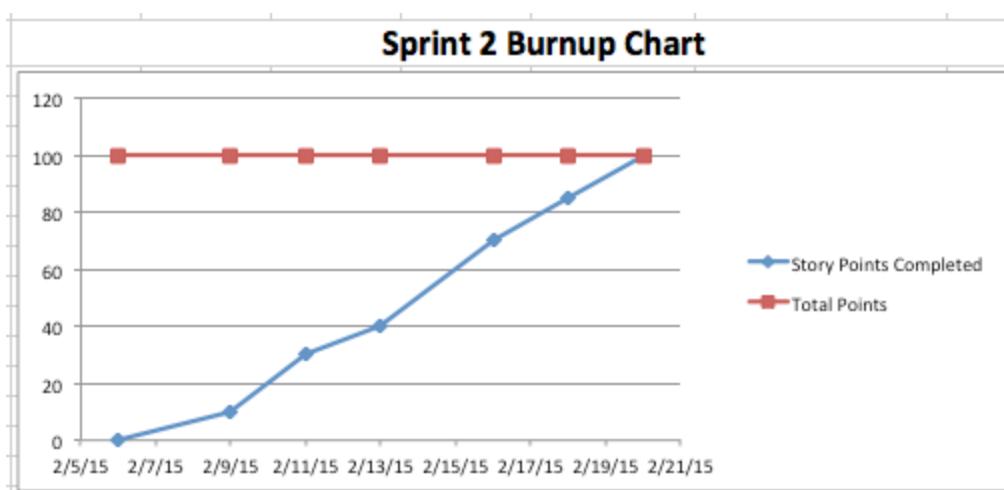
Sammi: Pause Option/Menu (User Story #3 and #4)

All: Testing the program

### Initial Burnup Chart

Sprint2 Burnup Chart		
ScrumMeeting	Story Points Completed	Total Points
2/6/15	0	100
2/9/15	10	100
2/11/15	30	100
2/13/15	40	100
2/16/15	70	100
2/18/15	85	100
2/20/15	100	100

User Story	Story Points	Total Hours
1	50	33
2	30	10
3	10	4
4	5	1
5	5	1
	100	49



### Initial Scrum Board

User Story	To Do	In progress	Done
<u>User Story #1</u> As a player, I want to play a game with easy navigation and multiple levels of difficulties.	Work on the algorithm to randomly generate the maze Code the random generation of the doors Code the random generation of blocks To be able to zoomed into the maze according to the level Allows the player to move by just tapping the screen		
<u>User Story #2</u> As a developer, I want my software to be free of faults so the users don't come across any failures.	Test the random generation of doors Test the random generation of blocks Test the player movement Test the overall quality of the game		
<u>User Story #3</u> As a user, I want to be able to pause the game, start the game and end the game. So that I can multi-task.	Include a pause button on the play screen of the game Create a pause menu which gives the option to the player to quit the	allow the state of the player on the maze to be saved	
<u>User Story #4</u> 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 the hints.	Create a restart button and reload the level when the button is pressed		
<u>User Story #5</u> As a user, I need a user documentation so the user can familiarize with the flow of the game	An installation manual details the steps necessary to prepare for operation of the product A tutorial where the user is guided step-by-step through how to play the game A user guide is arranged in a thematic way		

## **Scrum Times**

**Monday:** 5:45 - 6:00

**Wednesday:** 5:45 - 6:00

**Friday:** 3:15 - 3:30

## **Team Roles**

Jeffrey Deng: Product Owner, Developer

Xiaoli Tang: Scrum Master, Developer

Kevin Andres: Developer

Samantha Soohoo: Developer