Sprint 3 Plan - CMPS 115

Product Name: Amazing Maze   **Team Name: Maze Runners**
Sprint completion date: 03/10/2015
Revision Number: 1.0   **Revision Date: 02/23/2015**

Goal: For this sprint, the overall goal is to have a challenging and attractive maze game that allows the player to choose a level of difficulty, have a hint option when solving the maze, and check high scores.

Task Listing, organized by user story:

User Story #1: In order to play and finish the game as a player, I want to have hints and a tutorial of how to play the game to make good time. (27 hrs total)

        Task 1: Work on the algorithm to generate hints (10 hrs)
        Task 2: Allow the player to click a button to display the hint (2 hr)
        Task 3: Create and display timer (5 hrs)
        Task 4: Add time or lose points when hint is opened (3 hrs)
        Task 5: Create tutorial of how to play the game (7 hrs)

User Story #2: As a player I want a menu that has more functionality such as checking scores or changing difficulty level. (18 hrs total)

        Task 1: Include past scores or change difficulty button on the pause menu (2 hrs)
        Task 2: Easy, medium, and hard options on change difficulty menu (4 hrs)
        Task 3: Create different maze levels of difficulty (7 hrs)
        Task 4: Create back to pause menu button on both scores and change difficulty menus (5 hrs)

User Story #3: As a product designer, I want the application to look nice and attractive. (13 hrs total)

        Task 1: Create attractive backgrounds (3 hr)
        Task 2: Create attractive buttons (5 hr)
        Task 3: Create attractive maze (5 hrs)

User Story #4: As a player who finished a maze, I want to see my score/time and be able to play the game again. (10 hrs total)

        Task 1: Create a score page that appears once the user completes the game (1 hr)
        Task 2: Implement the final score so it appears on the score page (3 hr)
        Task 3: Implement the finished time to appear on score page (3 hr)
        Task 4: Create a button that allows the user to play again (3 hr)

Initial Task Assignment

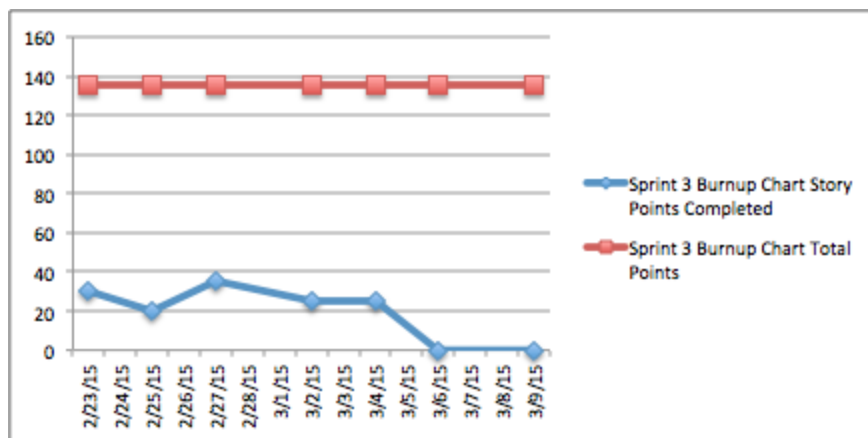Jeffrey & Lily: Maze and difficulty levels, timer and tutorial
Kevin: Hints and scores
Sammi: Menus and design

Initial Burnup Chart

Sprint 3 Burnup Chart

Scrum Meeting	Story Points Completed	Total Points
2/23/15	30	135
2/25/15	20	135
2/27/15	35	135
3/2/15	25	135
3/4/15	25	135
3/6/15	0	135
3/9/15	0	135

User Story	Story Points	Total Hours
1	54	27
2	26	13
3	36	18
4	20	10
	136	68

Initial Scrum Board

User Story	To do	In Progress	Done

User Story #1
In order to play &
finish the game as a
player, I want to have
hints & a tutorial of how
to play the game to
make good time

User Story #2
As a player I want a
menu that has more
functionality such as
checking scores or
changing difficulty level

Work on algorithm to
generate hints

Allow the player to
click a button to display
the hint

Create & display timer

Add time or lose points
when hint is opened

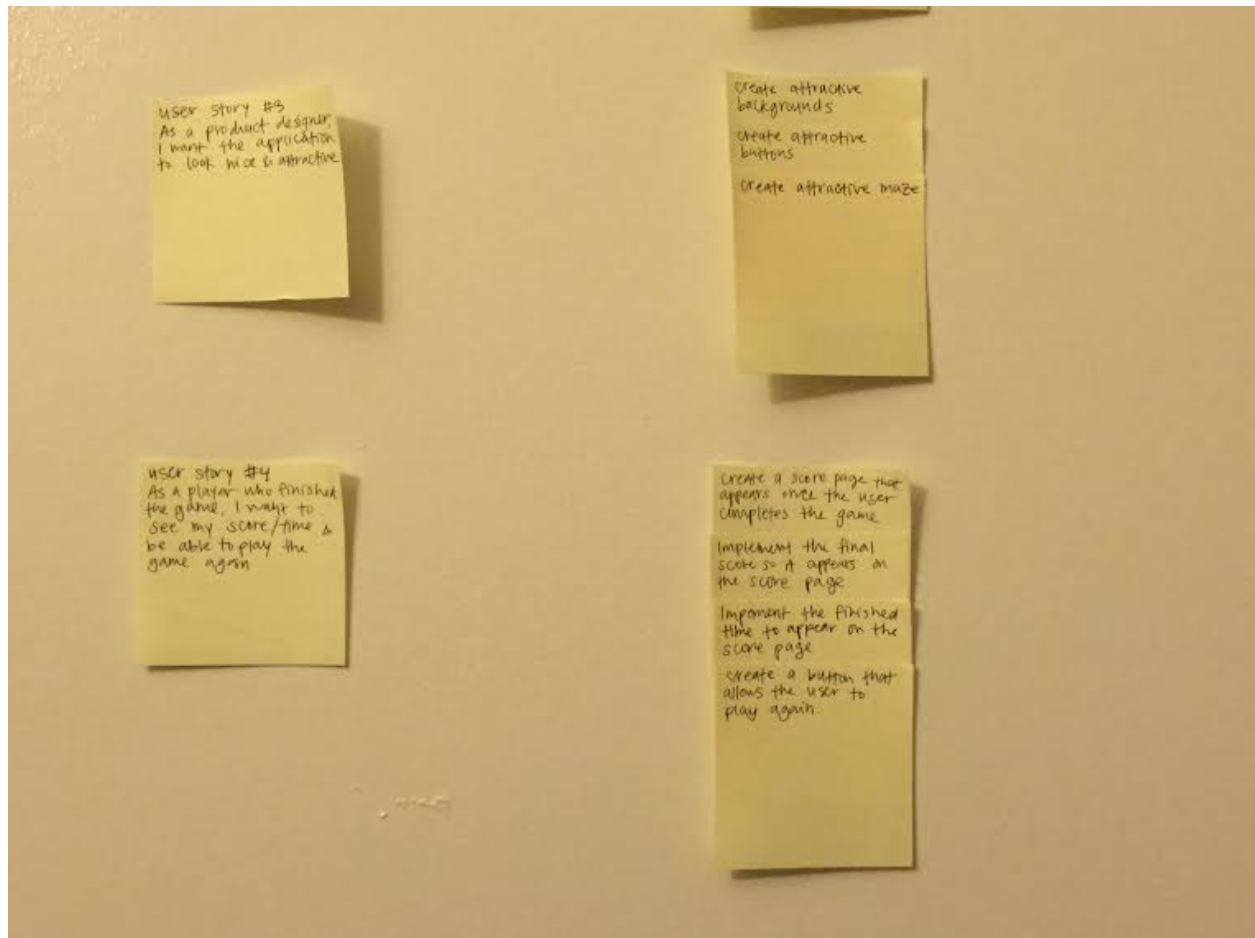Create tutorial of how
to play the game

Include past scores &
change difficulty
buttons on pause menu

Easy, medium, & hard
options on change
difficulty menu

Create different maze
levels of difficulty

Create back to pause
menu button on both
scores & change
difficulty menus

Scrum Times
Monday: 5:45 - 6:00
Wednesday: 5:45 - 6:00
Friday: 3:15 - 3:30

Team Roles
Jeffrey Deng: Product Owner, Developer
Samantha Soohoo: Scrum Master, Developer
Kevin Andres: Developer
Xiaoli Tang: Developer