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 play the game with a drawn maze with appropriate doors and walls. (20 hours)

> Task 1 : Create a function that can draw a maze (10 hours)
> Task 2: Have a starting point within the generated maze where the player can spawn when prompting the game to start (7 hours)
> Task 3: Allow a "success" message to be given to the player when he/she finishes the maze (2 hours)
> Task 4: Test that the game generates and displays a maze with doors and walls upon the start of "Play" being pressed (1 hour)

User Story #2: As a player I want a welcome menu that allows me to decide when to start playing the game. (5 hours)

> Task 1: Create an opening "Welcome" to the user to display the name "AmazingMaze" (2 hours)
> Task 2: Create a basic menu page that has a "Start" button which generates a maze (2 hours)
> Task 3: Test that menu is displayed at the appropriate times and that the player is not interrupted by an unwanted menu (1 hour)

User Story #3: As an application developer, I want the player to just control their character with simple directional button. (10 hours)

> Task 1: Create basic directional buttons for "Up", "Down", "Left", and "Right" for the player to touch for movement (3 hours)
> Task 2: Allow the player to move around within the maze with touch-based functionality (6 hours)
> Task 3: Test that the player only moves according to what the user inputs (1 hour)
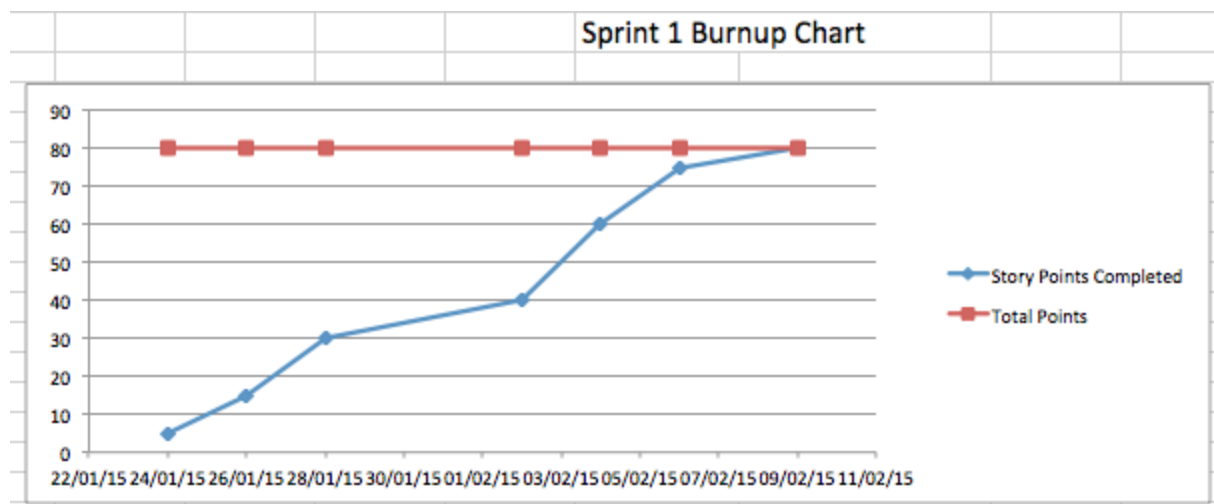
Initial Task Assignment
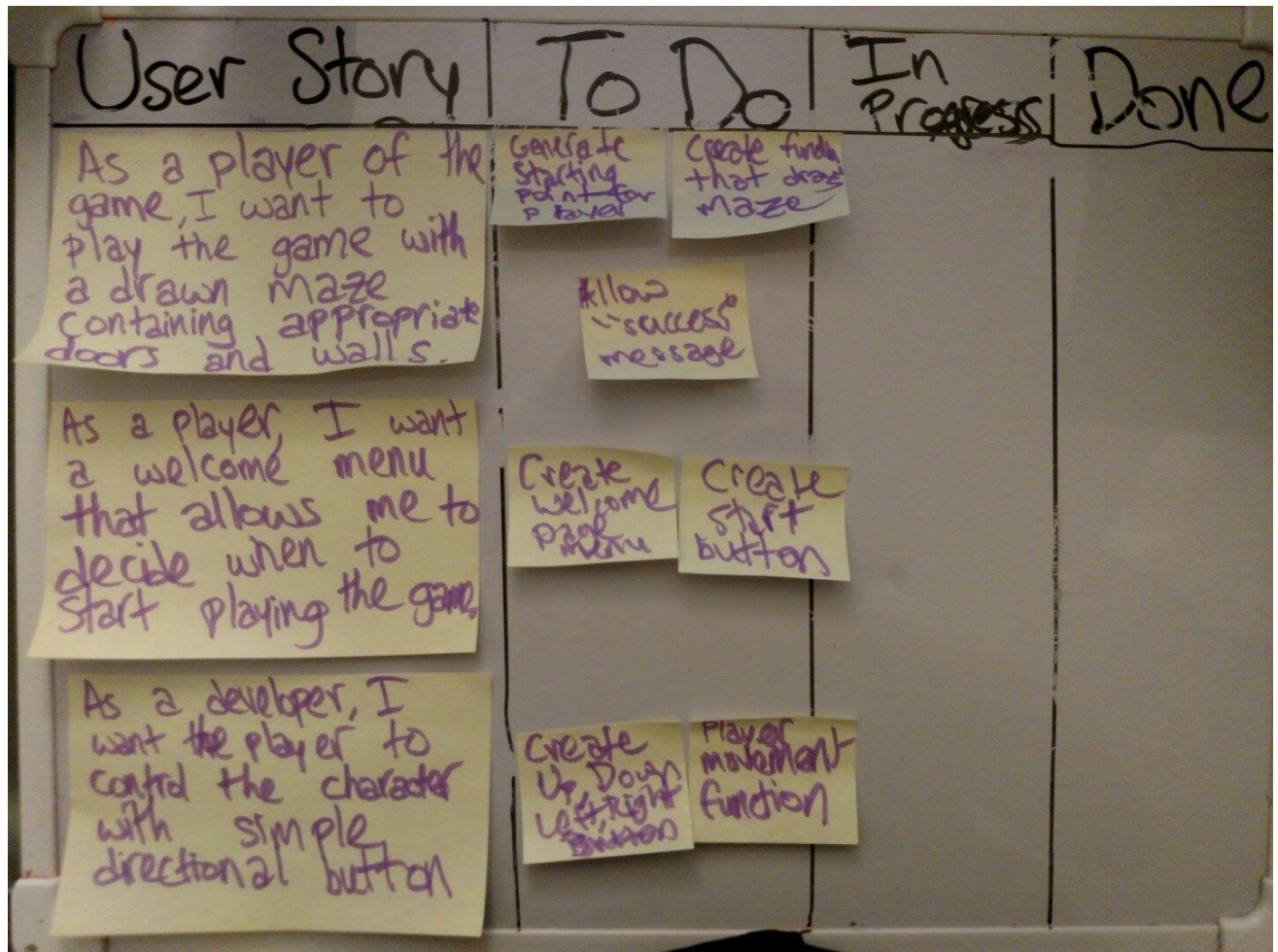
Jeffrey & Lily: Maze

Kevin: Player/Controller

Sammi: Menu & Art

Initial Burnup Chart

Sprint 1 Burnup Chart		
Scrum Meeting	Story Points Completed	Total Points
24/01/15	5	80
26/01/15	15	80
28/01/15	30	80
02/02/15	40	80
04/02/15	60	80
06/02/15	75	80
09/02/15	80	80

Initial Scrum Board (next page)

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

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