

## **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

Task 1: Work on the algorithm to randomly generate the maze. (1 day)

Task 2: Allow the player to move by just tapping the screen. (1 day)

**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)

### **Initial Task Assignment**

Jeffrey & Lily: Maze

Kevin: Player Controller

Sammi: Pause Option/Menu

### **Initial Burnup Chart**

## **Initial Scrum Board**

## **Scrum Times**

## **Team Roles**

Jeffrey Deng: Product Owner, Developer

Xiaoli Tang: Scrum Master, Developer

Kevin Andres: Developer

Samantha Soohoo: Developer