Sprint 2 Plan

Heading

Product Name: Puzzle Dots
Team Name: Llama Food
Sprint #1 *Completion Date: 10/28/2014*
Revision Number: 2
Revision Date: 11/3/2014

Goal

For Sprint 2, our goals are to implement all critical functionality for having complete gameplay, GUI, and finalized features. We hope to have everything ready for release and testing by the end of this Sprint.

Task Listing, organized by user story

User story 1: "As a product owner, I want a fully functional level, so I can begin testing the game on potential players."
Task 1: Create a GUI that can read user handle player input, event handlers, keyboard inputs, mouse events. (3 hours)
Task 2: Create separate graphics object to draw components, group them together, and handles dots. (3 hours)
Task 3: Create a game loop that can update game states and render the puzzle game. (3 hours)
Task 4: Develop code game logic. (3 hours)
Task 5: Implement three basic levels. (5 hours)

Total for User Story 1: 14 hours

User story 2: "As a player I want the game to recognize I am a winner, so I can feel accomplished."
Task 1: Work on state management. Figure out game values (clearing and setting them) and game modes (load, play, pause).   (3 hours)
Task 2: Interactive sound when a puzzle has been solved. (2 hours)

Total for User Story 2: 5 hours

User story 3: "As a product owner, I want a solid idea of what can be included in the final release, so I can begin pitching the game. "
Task 1:   Work on game architecture and structure code. Create sensible module structure and avoid having too many dependencies. (3 hours)
Task 2:   Break up individual source files for development and then unify at end. (3 hours)
Task 3:   Load some external resources such as gfx objects and other assets. (3 hours)

Total for User Story 3: 9 hours

User story 4: "As a product owner, I want potential features demonstrated, so I can decide how to prioritize development."
Task 1: Implement "collisions" into the game engine. (4 hours)
Task 2: Begin to set up website describing project as specified by Release Plan. (1 hours)

Total for User Story 4: 5 hours

User story 5: As a player, I want a menu screen, so I can choose which level I want to play.
Task 1: Work with browser DOM to display styled text and images used to show current score and levels. (2 hours)

Total for User Story 5: 3 hours

Team Roles
- **Vanda Pandhumsoporn**: Team Member, Developer
- **Adam Henry**: General Developer, Team Member
- **Jeffrey Petersen**: Product Owner, HTML5/JavaScript Programmer
- **Connor Dunham**: Javascript Programmer, Scrum Master

Initial task assignment

Vanda Pandhumsoporn:
User Story 1: Task 3, 5
User Story 2: Task 1, 2
User Story 3: Task 2
User Story 4: Task 2

Jeffrey Petersen:
User Story 1: Task 4, Task 2, Task 3
User Story 2: Task 1
User Story 3: Task 1, 2, 3
User Story 4: Task 1

Connor Dunham:
User Story 1: Task 2, 5
User Story 2: Task 1
User Story 3: Task 1, 2, 3
User Story 4: Task 1

Adam Henry:
User Story 1: Task 1, Task 5
User Story 2: Task 1
User Story 3: Task 2
User Story 5: Task 1

Initial Burnup Chart

https://docs.google.com/a/ucsc.edu/spreadsheets/d/1d4WITVJb02q9Ri1BbZSEJORHhPjhukES
NAfJw-muWOQ/edit?usp=sharing

To edit ^^

Initial Scrum Board

https://trello.com/b/k1A1LYnd/llama-food-scrum-board

Scrum Times

Mondays 4pm, Wednesdays & Fridays 3:30pm @ Room 340