Sprint 1 Plan

Heading

Product Name: Puzzle Dots
Team Name: Llama Food
Sprint #1 *Completion Date: 10/28/2014*
Revision Number: 1
Revision Date: 10/21/2014

Goal

For Sprint 1, our goals are to deliver a working prototype that demonstrates the core features of the game and successfully collaborate and integrate our work with the team.

Task Listing, organized by user story

User story 1: "As a product owner, I want a prototype that can demonstrate the core features of the game, so I know it is heading in the right direction."
Task 1: Design a control scheme. (1 hour)
Task 2: Set up a development workspace. (1 hour)
Task 3: Create basic art resources to be used in alpha. (2 hours)
Task 3: Develop a game engine. (6 hours)
Task 4: Design and implement three basic levels. (2 hours)

Total for User Story 1: 12 hours

User story 2: "As a product owner, I need an integration system, so the team can collaborate."
Task 1: Set up github repository and add team members, TAs, and professor. (< 1 hour)
Task 2: Create google docs and powerpoints for collaboration and deliverables. (< 1 hour)

Total for User Story 2: ~1 hour

User story 3: "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. (2 hours)
Task 2: Explanation of controls and game rules. (2 hours)
Task 3: Begin to set up website describing project as specified by Release Plan. (1 hours)

Total for User Story 3: 5 hours

User story 4: "As a developer or programmer, I want to have a flexible code structure so I understand what changes done that arise during collaborative development."
Task 1: Review each others code and make sure they have comments. (< 1 hour)
Task 2: Make sure code is in separate files, functions, and easy to understand. (< 1 hour)
Task 3: Test code to make sure revision didn't break the working copy after every commit. (< 1 hour)

Total for User Story 4: ~ 2 hours

Team Roles

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

Initial task assignment

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

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

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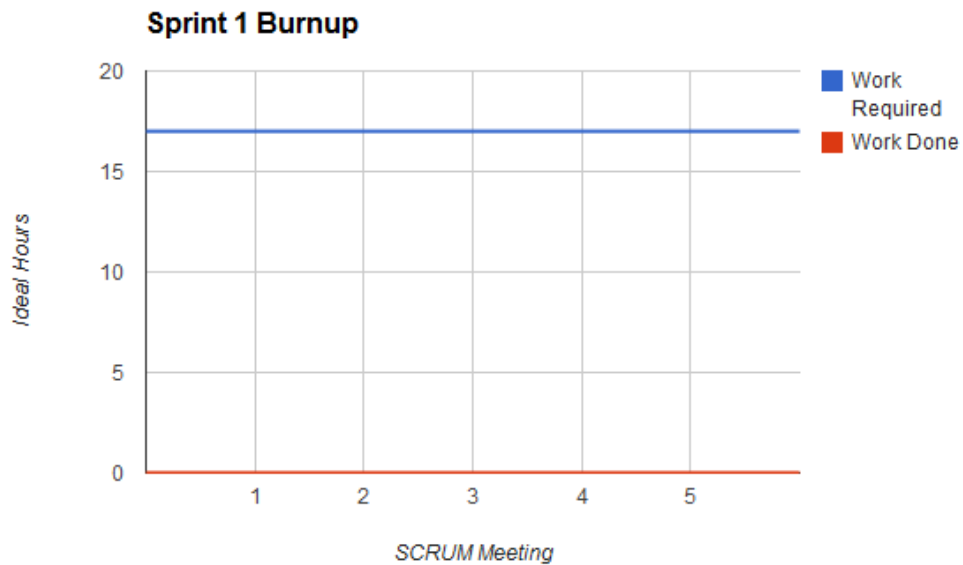User Story 3: Task 1
User Story 4: Task 1, Task 2, Task 3

Adam Henry:
User Story 1: Task 4, Task 2, Task 1

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

Initial Burnup Chart

Sprint 1 Burnup

Initial Scrum Board

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

Scrum Times

Mondays, Wednesdays, Fridays 3:30pm rooms to be announced