

# Sprint 3 Plan

## Heading

*Product Name:* Puzzle Dots

*Team Name:* Llama Food

*Sprint #2 Completion Date:* 11/18/2014

*Revision Number:* 3

*Revision Date:* 11/19/2014

## Goal

For Sprint 3, our goals are to have a fully polished game with expanded content. With most of the logic and game functionality finished, we hope to focus more on level progression, art design, animations, audio, score systems, credits screen, product testing, and optimization.

## Task Listing, organized by user story

User story 1: “As a player I want a progression of levels, so I can learn how to play and be challenged as I progress.”

Task 1: Make function to add levels to the game. (2 hours)

Task 2: Dynamically generate the game level. ( 2 hours)

Task 3: Create different game states (levels) in different javascript files. (3 hours)

*Total for User Story 1: 7 hours*

User story 2: “As a product owner, I want the release to be thoroughly tested, so I know it won’t crash on users.”

Task 1: Have each team member play the game and complete the levels. Try to find regressions in the code. ( 2 hours)

Task 2: Find outsiders/friends to play test the games. Analyze how they learn how to play the game and what they have difficulties with. ( 2 hours)

*Total for User Story 2: 4 hours*

User story 3: “As a player, I want to save my game state, so I can return to it later.”

Task 1: Maintain a data model which represents the game system, and a view that represents the model. ( 2 hours )

Task 2: Have game objects implement a function for serialization for JSON. (2 hours)

Task 3: Possibly use HTML5 DOM storage. (3 hours)

*Total for User Story 3: 7 hours*

User story 4: “As a player, I want to see how well I did on a level, so I can try to improve and compete with friends.”

Task 1: Store scores for each level and keep track of highest scores. (2 hours)

Task 2: Draw the score to the game canvas. (0.5 hours)

*Total for User Story 4: 2.5 hours*

User story 5: As a product owner, I want a credits and title screen, so the development team can let people know they made the game.

Task 1: Create title and credit screen object. Make it appealing to players. (2 hours)

*Total for User Story 5: 1 hour*

User Story 6: As a player, I want the game to look and sound good, so I can enjoy it more.

Task 1: Animate fluid game menu and screen transitions. (1.5 hours)

Task 2: Add sounds. (2 hours)

Task 3: Add good lighting and effects with bright color palette. (1 hour)

*Total for User Story 6: 4.5 hours*

## **Team Roles**

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

## **Initial task assignment**

**Vanda Pandhumsoporn**:

User Story 1: Task 2,3

User Story 2: Task 1,2

User Story 3: Task 2  
User Story 4: Task 1,2  
User Story 5: Task 1  
User Story 6: Task 3

**Jeffrey Petersen:**

User Story 1: Task 1, 2,3  
User Story 2: Task 1,2  
User Story 3: Task 2,3  
User Story 4: Task 1  
User Story 6: Task 1, 3

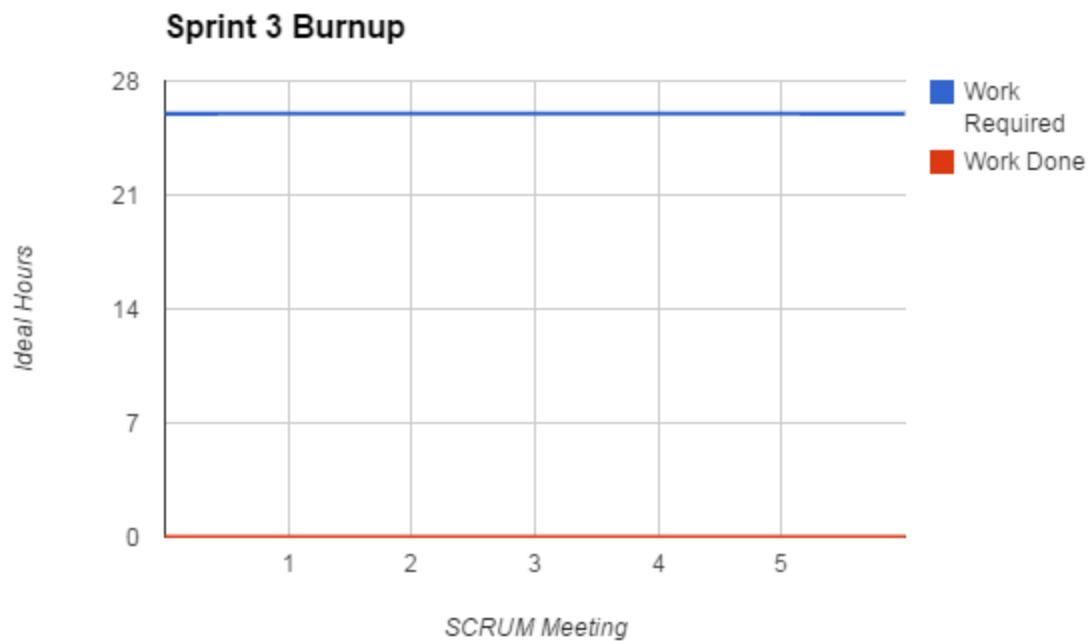
**Connor Dunham:**

User Story 1: Task 1, 3  
User Story 2: Task 1,2  
User Story 3: Task 1, 2, 3  
User Story 4: Task 1  
User Story 6: Task 2

**Adam Henry:**

User Story 1: Task 2, 1  
User Story 2: Task 1,2, 3  
User Story 3: Task 2  
User Story 4: Task 1  
User Story 5: Task 1  
User Story 6: Task 2

## Initial Burnup Chart



## Initial Scrum Board

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

## Scrum Times

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