

Sprint 3 Plan

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 2/23/2021
release date: 1/26/2021

Developers:

Justin Couch
Liangyu Shi
Mitchell Hogle
Jeff Pham
Christian Benavidez

Goal

Provide an incentive to replay the game by keeping track of score and achievements.

Task Listing

1. As a player, I want the game to save my scores and achievements so I feel accomplished.
 - 1.1. Game over + final score screen (1 hr)
2. As a player, I want an incentive to keep playing and improve my score.
 - 2.1. Track score over time (1 hr)
3. As a developer, I want playtesters to critique the game.
 - 3.1. Find playtesters (1 hr)
 - 3.2. Adjust chunk spawning frequency and speed according to feedback (1 hr)

Team Roles

Justin Couch

- Role 1: Team Leader
- Role 2: Developer

Liangyu Shi

- Role 1: Developer
- Role 2: Level design

Mitchell Hogle

- Role 1: Developer
- Role 2: Sound Design

Jeff Pham

- Role 1: Developer
- Role 2: Animator

Christian Benavidez

- Role 1: Developer

Initial Task Assignment

Justin Couch: Game over screen, score tracking

Jeff Pham: Play test, achievements

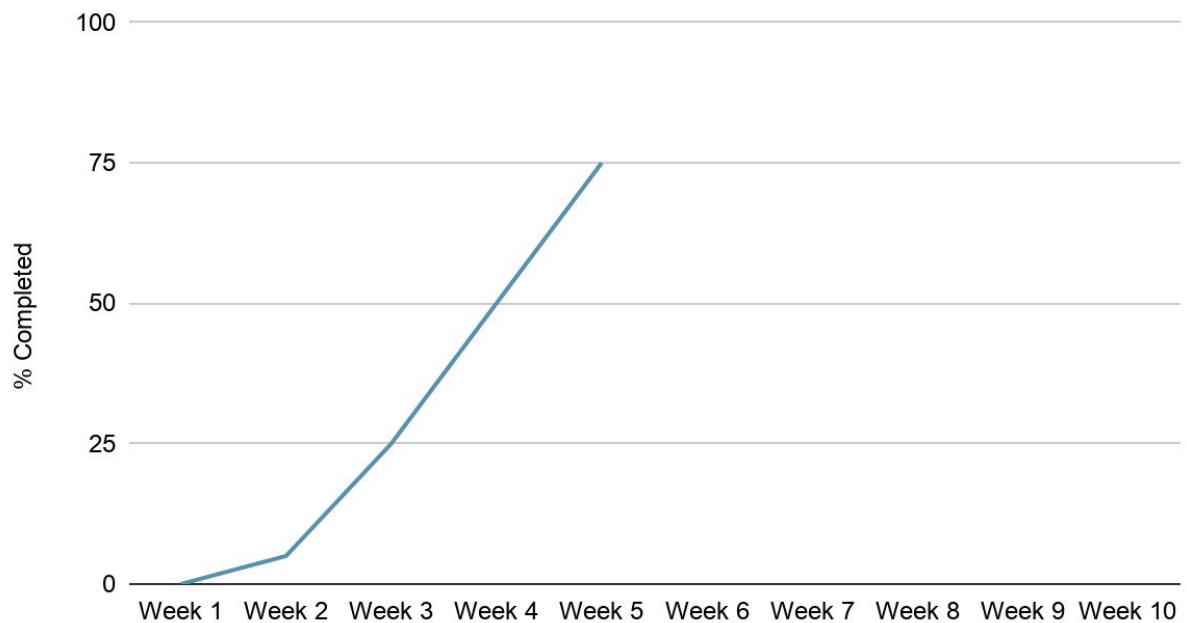
Liangyu Shi: - Level design, Play test

Mitchell Hogle: - Background, Title screen, Game Over SFX, Achievement SFX

Christian Benavidez: Play test, Chunk spawning and character speed adjustments

Initial Burnup Chart

Burnup Chart



Initial Scrum Board

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
1		<ul style="list-style-type: none">- Create a background- Modifying the level manager	<ul style="list-style-type: none">- Create a character- Find images for the character- Add movement to the character- Create/find sound effects- Add sprites to character
2		<ul style="list-style-type: none">- Level design- Escalating difficulty- Add hazards	<ul style="list-style-type: none">- Level scrolling- Create global game manager
3	<ul style="list-style-type: none">- Score tracking- Achievements- Playtesting		

Scrum Times

- Weekly:
MWF after class
TA Meeting - Thursdays, 4:00pm-5:00pm