Sprint 1 Plan

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 1/26/2021
release date: 1/12/2021

Developers:
Justin Couch
Liangyu Shi
Mitchell Hogle
Jeff Pham
Christian Benavidez

Goal

Implement core gameplay mechanics including player movement and level instantiation/scrolling.

Task Listing

0. I want a unity game
Download unity 2020.2.1f1 and Using git for version control
Estimated time: 30 minutes.
Learn the basic unity functions(for new users)

1. As a player, I want to be able to maneuver left, right, and jump and crouch/slide so I can avoid obstacles.
1.1 Create a character
1.2 Find images for the character
1.3 Create a background
1.4 Add movement to the character

As a player, I want to be able to navigate my character through a primitive side scroller so that there is a point to the game.
2. As a player, I want the level to be interesting
2.1 Level design.

Team Roles

Justin Couch
- ● Role 1: Team Leader
- ● Role 2: Developer

Liangyu Shi
- ● Role 1: Developer

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

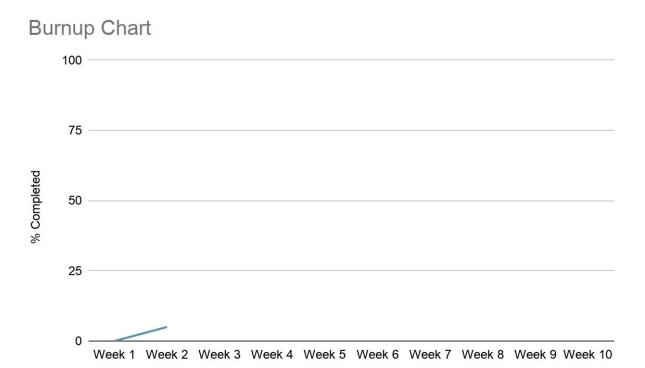Justin Couch: Project/branch management, misc programming
Jeff Pham: Create a character, finding images for the character, add movement to the character
Liangyu Shi: 2.1 Level design.
Mitchell Hogle: Creating/finding sound effects, creating global game manager, level design
Christian Benavidez: Level scrolling

Initial Burnup Chart

Burnup Chart

Initial Scrum Board

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
0	0	0	Download Unity
1	1.1 Create a character 1.2 Find images for the character 1.3 Create a background 1.4 Add movement to the character	1.0 Create the Unity project	Design Solution
2		2.1 Level design.	

Scrum Times

- Weekly:
  MWF after class