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

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 (3 hrs)
    1.2. Find images for the character (2 hr)
    1.3. Create a background (2 hr)
    1.4. Add movement to the character (4 hrs)
    1.5. Create/find sound effects (4 hrs)

2. 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.
    2.1. Level design (4 hrs)
    2.2. Level scrolling (3 hrs)
    2.3. Create global game manager (2 hr)

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: 1.1 - Create a character, 1.2 - finding images for the character, 1.4 - add movement to the character
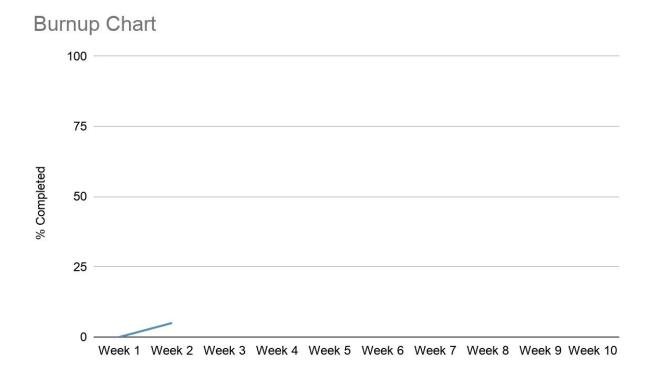Liangyu Shi: 2.1 - Level design
Mitchell Hogle: 1.5 - Create/find sound effects, 2.3 - creating global game manager, 2.1 - level design
Christian Benavidez: 2.2 - Level scrolling

Initial Burnup Chart

Burnup Chart

Initial Scrum Board

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
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 1.5 Create/find sound effects		
2	2.1 Level design 2.2 Level scrolling 2.3 Create global game manager		

Scrum Times

- Weekly:
  MWF after class
  TA Meeting - TBD