Sprint 2 Plan

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 2/9/2021
release date: 1/26/2021

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

Goal

Design level chunks using the chosen sprite sheet and implement escalating difficulty.

Task Listing

1. As a player, I want to have a challenging and fun game experience from its difficulty.
    1.1. Level design (4 hrs)
    1.2. Modifying level manager (2 hrs)

2. As a player, I want to have the level design to evolve fairly to create a smooth difficulty curve.
    2.1. Escalating difficulty (2 hrs)
    2.2. Add hazards (2 hrs)

Team Roles

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

Liangyu Shi
- Role 1: Developer
- Role2: 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

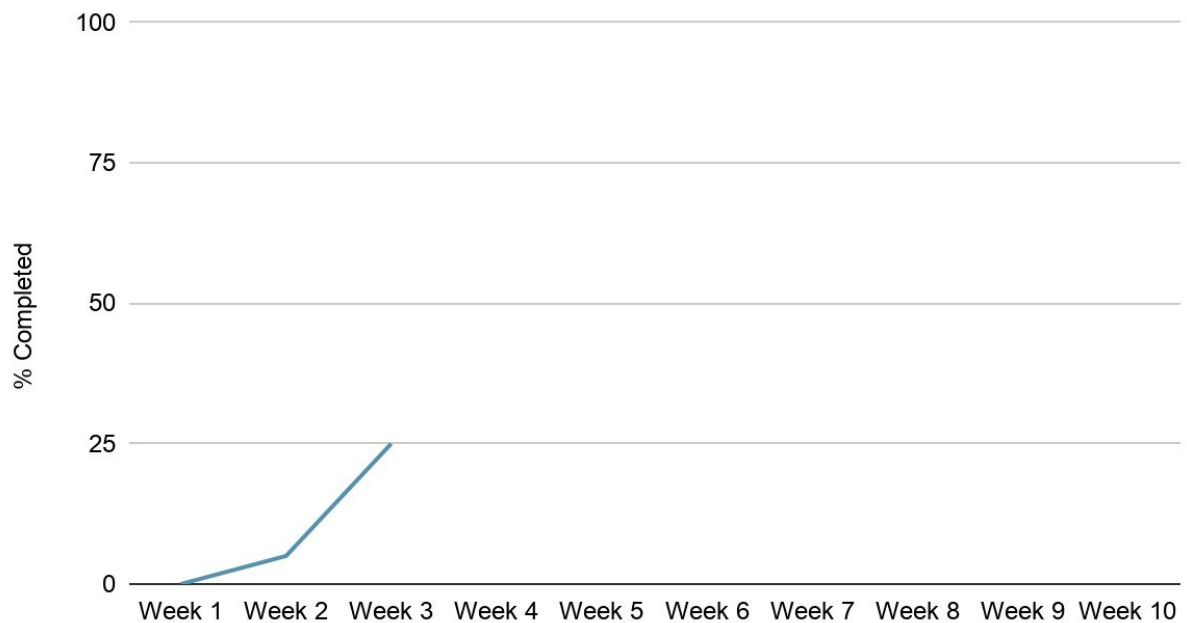Justin Couch: Project/branch management, misc programming
Jeff Pham: Animating
 Liangyu Shi: - Level design
Mitchell Hogle: - Creating Hazards and Power Ups, Finish title screen
Christian Benavidez: Escalating Difficulty

Initial Burnup Chart

Burnup Chart

Initial Scrum Board

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
1	- Modifying the level manager	- Create a background - Add sprites to character	- Create a character - Find images for the character - Add movement to the character - Create/find sound effects
2	- Escalating difficulty - Add hazards	- Level design	- Level scrolling - Create global game manager

Scrum Times

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