

Sprint 4 Plan

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 3/9/2021
release date: 3/9/2021

Developers:

Justin Couch
Liangyu Shi
Mitchell Hogle
Jeff Pham
Christian Benavidez

Goal

Fine-tune gameplay based on playtesting and tie up loose ends.

Task Listing

1. As a player, I want to have a polished game that won't crash or have noticeable bugs.
 - 1.1 Debugging
 - 1.2 Finish the remaining function test
2. As a player, I want the loose ends to be tied up so the game feels complete.
 - 2.1 Final game testing.
 - 2.2 Polish if necessary

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: Debugging, polishing, merging all changes

Jeff Pham: Play test, Debugging

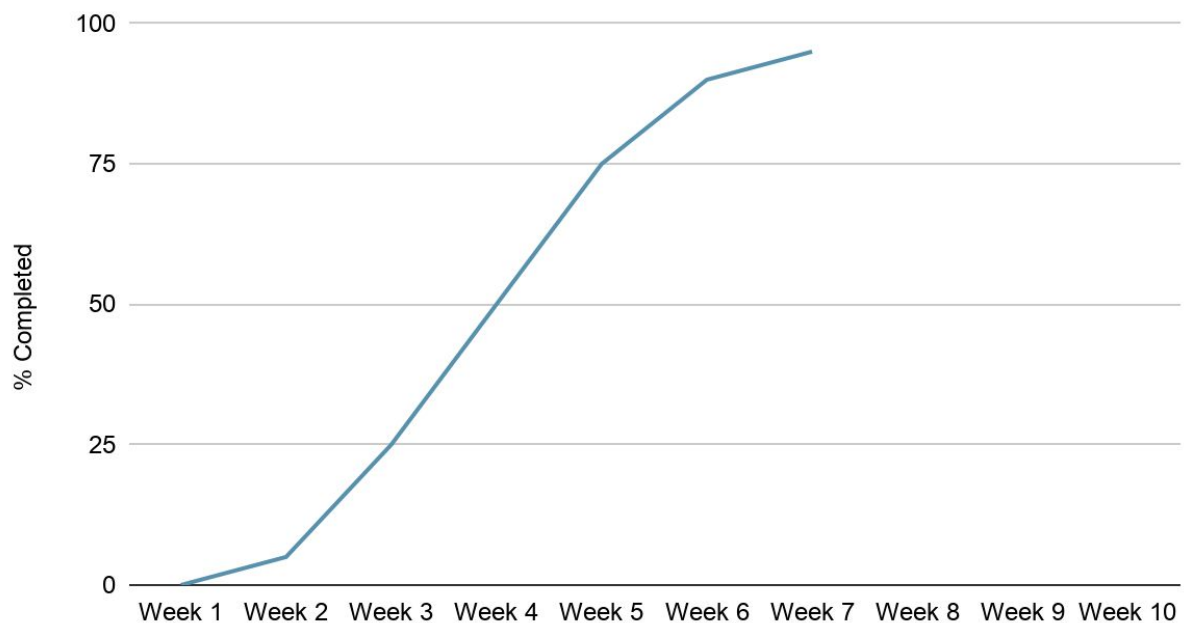
Liangyu Shi: - Finish the remaining gameplay test and debugging.

Mitchell Hogle: - Play Testing, Debugging, Finish Graphics

Christian Benavidez: Play test, adjust gameplay as needed

Initial Burnup Chart

Burnup Chart



Initial Scrum Board

User Stories	Tasks Not Started	Tasks In Progress	Tasks Completed
1		- Create a background	- Create a character - Find images for the character - Add movement to the character - Create/find sound effects - Add sprites to character - Modifying the level manager
2			- Level scrolling - Create global game manager - Level design - Escalating difficulty - Add hazards
3			- Score tracking - Achievements - Playtesting
4	- Debugging - Finish remaining function tests - Final game testing - Polishing as needed		

Scrum Times

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