<u>Sprint 3 Plan CMPS 115 – Software Methodology</u>

Product name: The Luck of the West (Android App) Team:

Members: Noah Davidson (PO), Billy Lai, Devon Long (SM), Ekaterina Tcareva, Jaewon Jung

Sprint completion date: July, 25th, 2016 Revision # 1 Revision date: July, 18th

Goal: (1)Finish games, (2)add sound, (3)create polished game flow

<u>User Story 1:</u> As a player I want fully functioning games such that the game makes sense and has good flow.

Story Points: 15

      Task: Finish games 10 - 15 hours

<u>User Story 2:</u> As a player I want sound such that the game is well rounded and is more realistic

Story Points: 5

      Task: Install sound into app 2 - 5 hours

<u>User Story 3:</u> As a game developer, I want good game flow such that the game is enjoyable to play.

Story Points: 8

      Task: Polish game and create seamless game mechanics 3 - 5 hours

Team Roles: Noah Davidson: Product Owner, Developer, Artist, Programmer Billy Lai: Developer, Programmer Ekaterina Tcareva: Developer, Programmer Devon Long: Developer, Programmer, Statistical Analyst Jaewon Jung: Developer, Programmer

Task Assignments: Noah Davidson: User Story 1, User Story 2 & User Story 3

Billy Lai: User Story 1, User Story 2 & User Story 3

Ekaterina Tcareva: User Story 1, User Story 2 & User Story 3

Devon Long: User Story 1, User Story 2 & User Story 3

Jaewon Jung: User Story 1, User Story 2 & User Story 3