Sprint 1 Plan - CMPS 115 – Software Methodology

Product name: Wild West Adventure Game (Android App)
Team:
Members: Noah Davidson (PO), Billy Lai, Devon Long, Ekaterina Tcareva, Jaewon Jung
Sprint completion date: July, 11th, 2016
Revision # 1
Revision date: July, 5th

Goal: Create the main menu/user interface and layouts for four mini games (the program should be put on github and all member should download it and start to work on it using Android Studio).

User Story 1:
As a player, I want to have a user interface/menu such that I understand how many mini games I can play. Story Points: 8 (highest priority for Sprint 1)
      Task 1: Create user interface and menu: 2 -3 hours
      Task 2: Create town games layout(Main Activity): 2 - 5 hours w/ complete assets
Total Hours: 4 - 8 hours

User Story 2:
As a player, I want all mini games have a nice layout
      Task 1: layout for Tic-Tac-Toe w/ assets: 2- 4 hours
      Task 2: layout of School game w/ assets: 2 - 4 hours
Total Hours: 4 - 8 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 & 2, Task 1 & 2
Billy Lai: User Story 1 & 2, Task 1 & 2
Ekaterina Tcareva: User Story 1 & 2, Task 1 & 2
Devon Long: User Story 1 & 2, Task 1 & 2
Jaewon Jung: User Story 1 & 2, Task 1 & 2

Scrum Times:

Meeting 1: Monday 2 - 2:15: Thinmann Lab Courtyard

Meeting 2: Wednesday 2 - 2:15: Thinmann Lab Courtyard

Meeting 3: Thursday 12:30 - 12:45: BE-316 w/ TA VISIT