

Sprint 1 Plan - SlugDex

Sprint Completion: 10/5/2022

Team Name: The Slug Surveyors

Current Revision: V0.25

Revision Date: 10/9/2022

Goal:

The two main goals of Sprint 1 is to allow players to discover locations on campus and display information about those locations.

User Stories and Tasks:

Story 1: Show the user on a map

Description: As a player, I want to see my live location on a map so that I can see how close I am to a target location

Tasks:

- Integrate maps with app
 - 5
- Customize maps to omit unnecessary information
 - 2

Story 2: Create entry data

Description: As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus.

Tasks:

- Make a data type to hold all the entry information
 - 1
- Create and store 5 beginning entries to test with
 - 3
- Make sprite art for beginning entries
 - 4

Story 3: Display entry data

Description: As a player, I want to see entries in a thoughtful way so that I can discover information about it.

Tasks:

- Show all entries in an attractive layout
 - 5
- Detailed view of an entry and its information
 - 4

Story 4: Hint about finding entry

Description: As a player, I want a picture or map-related hint so that I can more easily discover this entry.

Tasks:

- After clicking location hint in entry page, displays a radius on the map containing the location
 - 3
- Zooms map to appropriate scale in order to see the full radius
 - 2
- Removes radius if another entry is selected
 - 0.5

Story 5: Hint about finding entry

Description: As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.

Tasks:

- Pull from entry data to mark locations on the map
 - 3
- Hide locations in entry is undiscovered, otherwise show if found
 - 2
- When close enough to the location, show a question mark on the map. This may then be clicked on to open entry page and mark it as found
 - 4.5
- Allow found locations to be clicked on to bring up associated entry
 - 2

Team roles:

Troy: SCRUM Master, Developer

- Story 1 : Integrate maps with App

Kyle: Product Owner, Developer

- Story 2 : Create Beginning Entries

Bayley: Developer

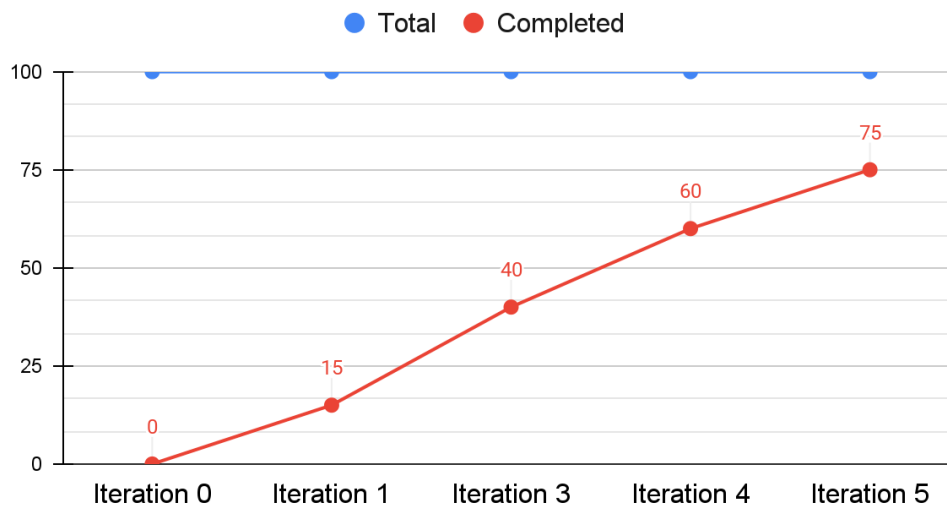
- Story 3 : Show all entries in an attractive layout

Jon: Developer

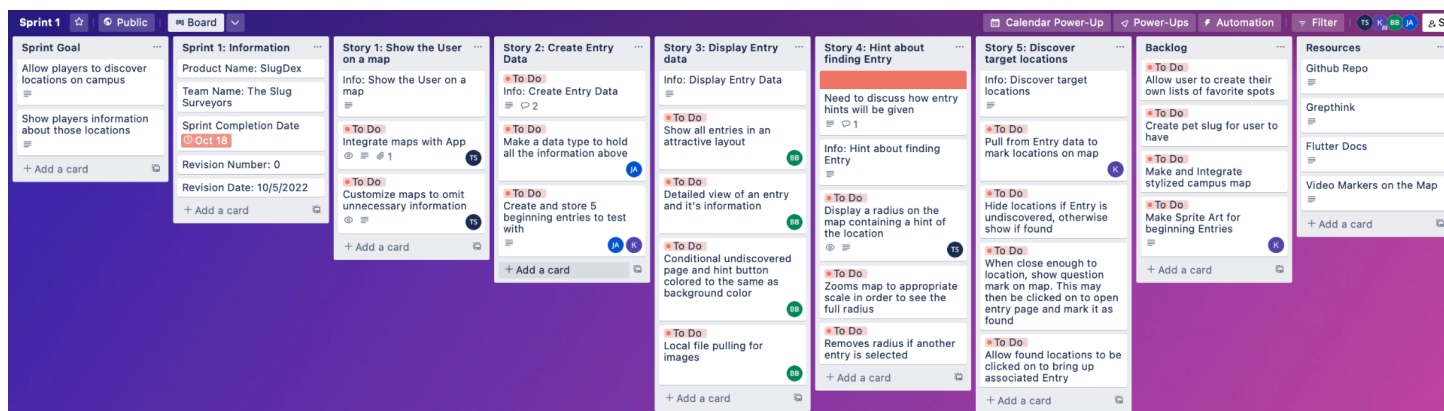
- Story 2 : Make data type for Entries

Initial burnup chart:

Burnup Chart



Initial scrum board: [Trello | SCRUM Sprint 1](#)



Scrum times:

- Monday: 9:30-9:45am, TA Meeting 4-5pm
- Wednesday: 9:30-9:45am
- Friday: 9:30-9:45am