

Sprint 2 Plan - SlugDex

Sprint Completion: 11/1/2022

Team Name: The Slug Surveyors

Current Revision: V0.50

Revision Date: 10/18/2022

Goal:

The main goals of Sprint 2 are allowing users to discover locations and storing user progress. Backlog will include animated layover of map.

User Stories and Tasks:

Story 1: 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 the location hint in the entry page, the map will move over the target location so that it is visible on screen.
 - 8
- Camera will move back to user's location after showing hint
 - 3

Story 2: Mark discovered locations

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

Story 3: Store user progress and locations discovered

Description: As a player, I want my progress saved so I can see which locations I have found and which I haven't.

Tasks:

- Need to save data to user's device
 - 5
- Allow user to upload data to google drive so they can reload it in the app that has no data (look into permissions)
 - 5

Backlog: Make sprite art for layover map of campus

Description: As a player, I want a layover of campus that shares the same aesthetic of the app, so that the interface looks more appealing.

Tasks:

- Need to create layover art of UCSC and other locations
 - 13
- Layover has to load over the map when the app loads so user does not see google map overlay
 - 5
- Moving map should move layover as well
 - 3

Team roles:

Troy: Developer

- Story 1: Hint about finding entry
- Story 2 : Mark discovered locations

Kyle: Product Owner, Developer

- Story 2 : Mark discovered locations

Bayley: SCRUM Master, Developer

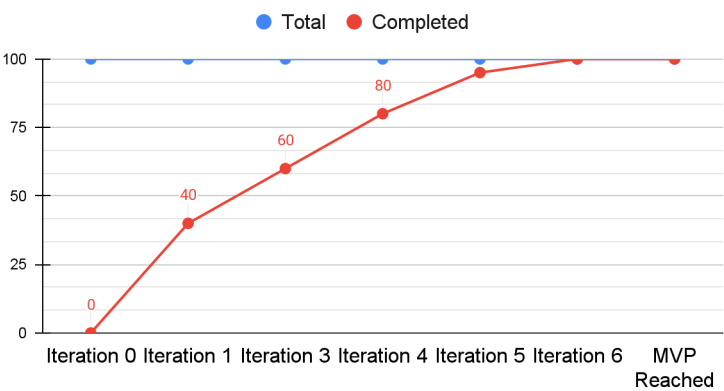
- Story 3 : Store user progress

Jon: Developer

- Story 1: Hint about finding entry
- Story 3 : Store user progress

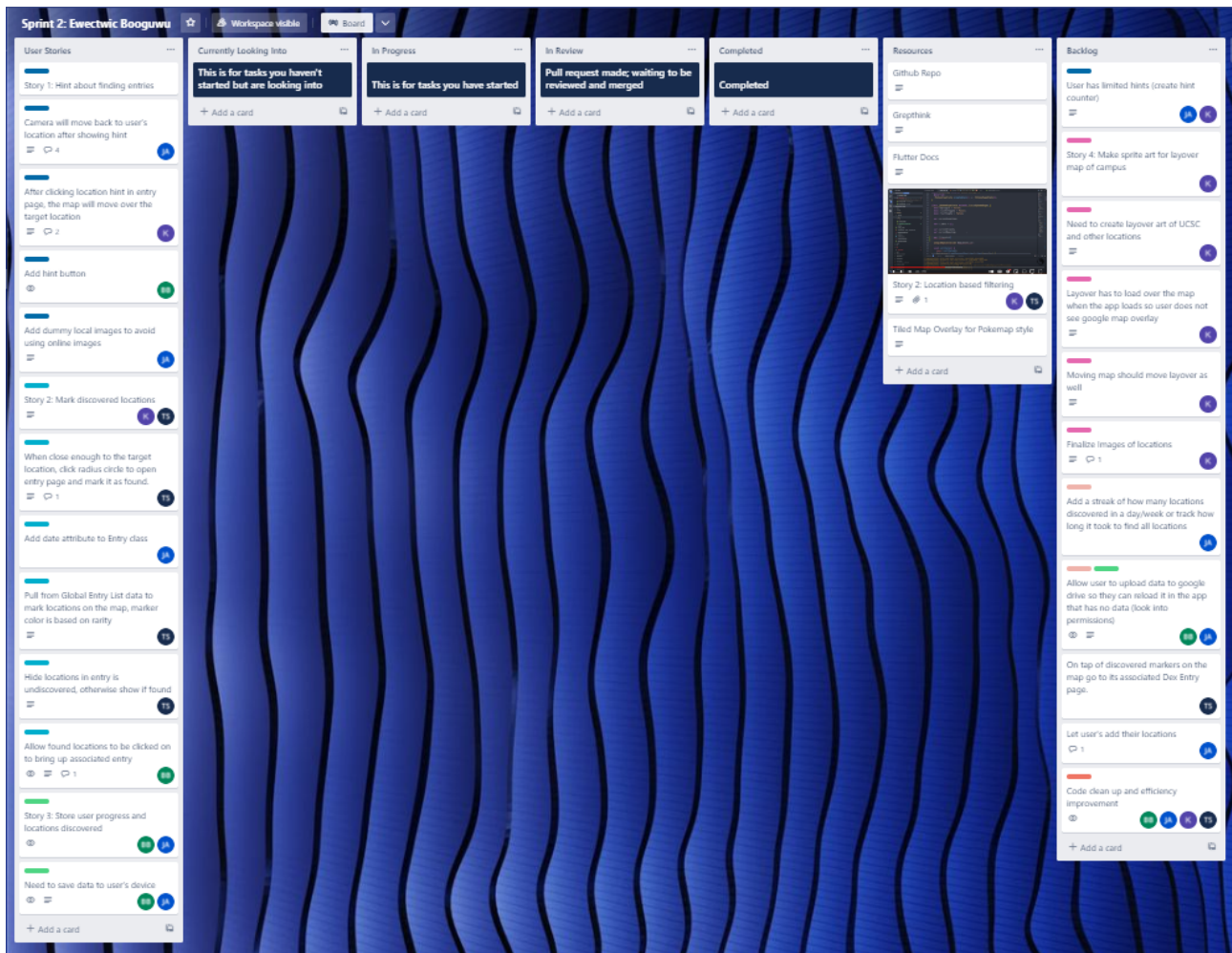
Initial burnup chart:

Burnup Chart



Initial scrum board:

[Trello | Sprint 2](#)



Scrum times:

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