

**Tokyo Driftr**  
**Sprint Completion Date: 7/14/2020**  
**Revision 1**  
**Revision Date: 7/7/2020**

**Goal:**

The focus of this sprint is to have the product as a functional game from an end-user perspective as well as add audio design and visual elements to give users a more interesting experience.

**Task List:**

- As I want the road to have no artifacts as well as have collisions to be accurate to the model so that roads look clean and the gameplay reflects what I see.
  - Use extrusions to make roads have smooth turns (5)
  - Have accurate collisions on this new road (5)
- As a user, I want the game client to recognize when I have completed the race and to display, record and compare my time in order for my actions in game to have meaning.
  - Implement a countdown (1)
  - Have finish line/checkpoint detection (2)
  - Insert user time into the database (1)
  - Query other race times around the same time (1)
- As a user, I want easy to understand menus in order to navigate the game so that I can access the game easily and straightforwardly
  - Main menu-overlay which displays control and has a play button (2)
- As a developer, I want development tools in-game in order to speed up the testing and development process. (5)
- As a user, I want the game to have audio to indicate in-game events and add atmosphere
  - Implement sounds for accelerating (2)
  - Implement sounds for braking/drifts (3)
  - Implement sounds for crashing/collisions (2)
  - Design and implement a basic music track (3)

**Team Member Roles:**

Conrad Menchine - Project Owner, Developer

Kevin Pinney - Scrum Master, Developer

Luke Harvey - Developer

**Initial task assignment:**

Conrad Menchine

Kevin Pinney

Luke Harvey

### **Initial BurnUp Chart:**

#### **Scrum Meetings:**

7/4 - 12:00 PM

7/7 - 3-4 PM (TA)

7/8 - 9-10 AM

7/9 - 12:30-2:00 PM

7/10 - 5-6PM (TA)