

Sprint 4 Plan

Fun Nums

Foul Owls

Sprint Completion Date: Dec 3, 2017

Revision Number: 1

Date: November 20, 2017

Goal: Revisit previous mini games to add artwork, animations and sound effect. Also adding in tutorials for each minigame and settings options on the main menu.

Task Listing

As a player, I want animations and artwork for all games and menus

1. Draw a background for the balloon game. (4 hours)
2. Draw balloons and balloon animations for the balloon game (2 hours)
3. Draw a background for the owl game (6 hours)
4. Draw owl and animations for the owl game (6 hours)
5. Draw a background for the main menu (5 hours)
6. Draw a pause and end board for all minigame (1.5 hours)
7. Draw the HUD elements and tiles for all other games(1.5 hours)
8. Draw an icon for the owl game (1.5 hours)
9. Draw an icon for the entire game (2 hours)
10. Implement animations and background into the game logic for each game(4 hours)

As a player, I want sound effects on all of the minigames

1. Make sound effects for balloon game. (1.5 hours)
2. Make sound effects for the owl game (1.5 hours)

As a player, I want to have instructions on how to play each minigame

1. Make an image on how to play the bubble game. (2.5 hours)
2. Make an image on how to play the balloon game. (2.5 hours)
3. Make an image on how to play the owl game. (2.5 hours)

As a player, I want to have custom settings from the main menu

1. Add volume settings. (3 hours)
2. Add a screen for the settings. (2 hours)

As a player, I want a bubble game to practice addition

1. Create more variety in target generation of bubble game to make target more reachable. (1 hour)

Team Roles

Austin Baird: Developer, Product Owner

Alan King: Developer

Cesar Neri: Developer

Jacob Burnworth: Developer

Derek Chiong: Developer, Scrum Master

Initial Task Assignment

Austin Baird:

As a player, I want animations and artwork for all games and menus

1. Draw a background for the balloon game. (4 hours)
2. Draw balloons and balloon animations for the balloon game (2 hours)
3. Implement animations and background into the game logic for each game(4 hours)

Alan King:

As a player, I want animations and artwork for all games and menus

1. Draw a pause and end board for all minigame (1.5 hours)
2. Draw the HUD elements and tiles for all other games(1.5 hours)

As a player, I want mini games to have sound effects

1. Find/create sounds for bubbles game: target is reached, missed, pause, bubble is popped. (1.5 hours)
2. Implement sound into the game (1.5 hours)

As a player, I want to have custom settings from the main menu

3. Add volume settings. (3 hours)
4. Add a screen for the settings. (2 hours)

Cesar Neri:

As a player, I want animations and artwork for all games and menus

1. Draw an icon for the entire game (2 hours)

As a player, I want to have instructions on how to play each minigame

4. Make an image on how to play the bubble game. (2.5 hours)
5. Make an image on how to play the balloon game. (2.5 hours)
6. Make an image on how to play the owl game. (2.5 hours)

Jacob Burnworth:

As a player, I want animations and artwork for all games and menus

1. Draw owl and animations for the owl game (6 hours)
2. Draw a background for the main menu (5 hours)

Derek Chiong:

As a player, I want animations and artwork for all games and menus

1. Draw a background for the owl game (6 hours)
2. Draw an icon for the owl game (1.5 hours)

As a player, I want a balloon mini game that helps me to practice fractions and a bubble game to practice addition

1. Create more variety in target generation of bubble game to make target more reachable.
(1 hour)

Scrum Times

Monday: 5:00 pm

Tuesday: 12:00 pm

Thursday: 1:00 pm