Sprint 3 Plan

Fun Nums

Foul Owls

Sprint Completion Date: November 19, 2017

Revision Number: 1

Date: November 6, 2017

Goal: Adding an additional minigame and revisit previous mini games to add artwork,animations and sound effect.

Task Listing

As a player, I would like to have an additional mini game (Flying Owl)
1. I want to be able to drag and drop characters on the screen to the solution slots. (4 hours)
2. Create a class for the "Flying Game" that can be navigated to. (1.5 hours)
3. Touching selectable numbers moves them to the the next available slot, and touching a number that is already in a slot remove them. (3 hours)
4. Create an algorithm to generate a target solution (2 hours)
5. Create an algorithm to determine if the equation is correct and increase in game score. (1.5 hours)
6. Draw moving objects and create to mimic dynamic background. (2 hours)
7. Create the owl objects that reacts to the correct answers and when it hits the bottom of the screen (1.5 hours)

As a player, I want the bubble game to have engaging animations and artwork
1. Create animation class that when given frames it can execute an animation. (1.5 hours)
2. Create all frames needed frames/sprites for bubble/number collisions (3.5 hours)
3. Create artwork for background and HUD board (4.5 hours)
4. Create a pause menu and game finished screen (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 (2 hours)

As a player, I want a balloon mini game that helps me to practice fractions and a bubble game to practice addition
1. When balloons are touched or off screen compare to the current operator, reward or deduct points accordingly. (1 hours)
2. We want a buffer period when a new balloon spawns and inequality changes (1 hour)
3. 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, Scrum Master

Jacob Burnworth: Developer

Derek Chiong: Developer

Initial Task Assignment

Austin Baird:

As a player, I would like to have an additional mini game (Flying Owl)
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As a player, I want the bubble game to have engaging animations and artwork
1. Create animation class that when given frames it can execute an animation. (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. When balloons are touched or off screen compare to the current operator, reward or deduct points accordingly. (1 hours)
2. We want a buffer period when a new balloon spawns and inequality changes (1 hour)

Alan King:

As a player, I would like to have an additional mini game (Flying Owl)
1. Create a class for the "Flying Game" that can be navigated to. (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 (2 hours)

Cesar Neri:

As a player, I would like to have an additional mini game (Flying Owl)
1. I want to be able to drag and drop characters on the screen to the solution slots. (4 hours)
2. Touching selectable numbers moves them to the the next available slot, and touching a number that is already in a slot remove them. (3 hours)

Jacob Burnworth:

As a player, I want the bubble game to have engaging animations and artwork
1. Create all frames needed frames/sprites for bubble/number collisions (3.5 hours)
2. Create artwork for background and HUD board (4.5 hours)

3. Create a pause menu and game finished screen (1.5 hours)

Derek Chiong:

As a player, I would like to have an additional mini game (Flying Owl)
1. Create an algorithm to generate a target solution (2 hours)
2. Create an algorithm to determine if the equation is correct and increase in game score. (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