Sprint 2 Plan

FunNums

Foul Owls

Sprint Completion Date: November 5, 2017

Revision Number: 1

Date: October 23, 2017

Goal: Adding an additional minigame, functioning main menu, and the leaderboard.

Task Listing

As a player, I want a balloon mini game that helps me practice fractions.
1. Create class balloon mini game and have the balloons going up from the bottom of the screen (1.5 hours)
2. Create a HUD for the game with score, etc. (1.5 hours)
3. Create number algorithm for the fractions in the balloons (3 hours)
4. Make it so the balloons react to user touch (2 hours)
5. Add functions to timer for losing time when missed and gaining time with correct answers (1.5 hours)

As a player, I want to select mini games from the main menu.
1. Create mini game select button that goes to a list of selectable mini games (2 hours)
2. Add button to see high score and create empty button for options to be expanded later (2 hours)

As a player, I want a high score leaderboard that lists top performing players.
1. Set up basic Firebase Database (1.5 hours)
2. Be able to access database from game (2 hours)

As a player, I want the bubble game to provide more of a challenge.
1. Fine-tune algorithm for the bubble game (3 hours)
2. When the timer is done display message to player and store score (2 hours)

Team Roles

Austin Baird: Developer, Product Owner

Alan King: Developer

Cesar Neri: Developer

Jacob Burnworth: Developer, Scrum Master

Derek Chiong: Developer

Initial Task Assignment

Austin Baird:

As a player, I want a high score leaderboard that lists top performing players
1. Set up basic Firebase Database (1.5 hours)
2. Be able to access database from game (2 hours)

As a player, I want the bubble game to provide more of a challenge.
1. When the timer is done display message to player and store score (2 hours)

Alan King:

As a player, I want a balloon mini game that helps me practice fractions.
1. Create class balloon mini game and have the balloons going up from the bottom of the screen (1.5 hours)
2. Make it so the balloons react to user touch (2 hours)

Cesar Neri:

As a player, I want a balloon mini game that helps me practice fractions.
1. Create number algorithm for the fractions in the balloons (3 hours)

As a player, I want to select mini games from the main menu.
1. Add button to see high score and create empty button for options to be expanded later (2 hours)

Jacob Burnworth:

As a player, I want a balloon mini game that helps me practice fractions.
1. Create a HUD for the game with score, etc. (1.5 hours)
2. Add functions to timer for losing time when missed and gaining time with correct answers (1.5 hours)

As a player, I want the bubble game to provide more of a challenge.
3. When the timer is done display message to player and store score (2 hours)

Derek Chiong:

As a player, I want to select mini games from the main menu.
1. Create mini game select button that goes to a list of selectable mini games (2 hours)

As a player, I want the bubble game to provide more of a challenge.
1. Fine-tune algorithm for the bubble game (3 hours)

Scrum Times

Monday: 5:00 pm

Tuesday: 12:00 pm

Thursday: 1:00 pm