

Sprint 1 Plan

FunNums

Foul Owls

Sprint Completion Date: October 22, 2017

Revision Number: 1

Date: October 9, 2017

Goal: The main goal for this sprint is to implement the first minigame for our project. This minigame involves popping bubbles to add to a target goal, which is updated every time the goal is reached.

Task Listing

As a developer, I would like to be comfortable programming in Android Studio

1. Review first few lectures of CS 121 Spring 2017 (3 hours)
2. Review solutions to CS 121 Spring 2017 first two assignments (1 hour)

As a developer, I want to be comfortable using git

1. Review git tutorials and practicing pushing, branching, pulling from project repository(1 hour)

As a player I want to have numbers bounce around the screen

1. Implement system to draw circles and random numbers on screen in random locations(30 mins)
2. Implement system to detect collisions between circles and have them bounce off of each other accordingly (30 mins)

As a player I want to be able to touch numbers and have my sum be updated accordingly

1. Detect touch events and check if the location of the touch is within the radius of a number bubble and draw the total on screen(30 mins)

As a player when the target is exceeded, the game resets

1. Whenever the running total is added to, check if the target has been exceeded and display a message accordingly (15 mins)
2. Freeze the game until the player indicates that they want to resume playing (15 mins)

As a player, I would like to be able to pause the game

1. Detect when the user touches the pause button and stop the game loop (15 mins)

As a player, I would like to be able to return to the main menu from the game

1. Detect when the user wants to return by seeing if the user has pressed a button from the pause menu to return to main menu (15 mins)

2. Implement an intent to return to main activity in Android Studio and make sure all memory used during the game is disposed of properly (15 mins)

Team Roles

Austin Baird: Developer, Product Owner, Scrum Master

Alan King: Developer

Cesar Neri: Developer

Jacob Burnworth: Developer

Derek Chiong: Developer

Initial Task Assignment

Austin Baird:

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Alan King:

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Cesar Neri:

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Jacob Burnworth:

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1. Detect when the user touches the pause button and stop the game loop (15 mins)

Derek Chiong:

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As a player, I would like to be able to return to the main menu from the game

1. Detect when the user wants to return by seeing if the user has pressed a button from the pause menu to return to main menu (15 mins)
2. Implement an intent to return to main activity in Android Studio and make sure all memory used during the game is disposed of properly (15 mins)

Scrum Times

Tuesday: 12:00 pm

Thursday: 1:00 pm