

Sprint 2

Project: Porter Run!

Goals:

- Creating a Playable Runner game on webpage, which allows players to control character by keyboard.

Task listing, organized by user stories:

- As a {Player}, I need some generated challenges, such as pickups, terrain or enemies, so that game would be interesting.
 - Task1: Making the pickups [2 hours]
 - Task2: Making the terrain(Including death condition) [2 hours]
 - Task3: Making enemies [1 hours]
- As a {Staff from UCSC}, I want it could include some UCSC pictures and buildings into the game so that players who play this game will learn some information about the campus.
 - Task1: Get various Porter College fast facts [1 hours]
 - Task2: Redraw porter structures into pixel art[8 hours]
 - Task3: Add Porter structures onto the platforms [1 hours]
- As a {Player}, I want the game have a title and the gameover state.
 - Task1: Make the title with the start and scoreboard buttons [2 hours]
 - Task2: Make the game over states with restart buttons and score of the player on the scoreboard [3 hours]
- As a {Player}, I want audio, image and animations are all included in the game.
 - Task1: Generating audio patches for sound effects [2 hours]
 - Task2: Drawing various world objects [3 hours]
 - Task3: Animate the slug [3 hours]
- As a {Player}, I need something like scoreboard to record my score, so that I will be inspired to play it several times.
 - Task1: Set up the database for the scoreboard [3 hours]
 - Task2: Get the name of specific players from a list [2 hours]
 - Task3: Save a player's name and score in the database [1 hours]
- As a {Player}, I want there is no obvious bug in the game.
 - Task1: Play the game, find obvious bugs and fix it [at least 3 hours]

Team Roles:

- So Young Lee {Developer, Scrum Master 1 for week 2}
- Changwan Park {Developer, Scrum Master 2 for week 2}
- Guanchen Liu {Developer, Product Owner}
- Jose Rocha {Artist, Developer}
- Jun Hee Heo {Developer}

Initial Task Assignment:

- So Young Lee {User Story 3}
- Changwan Park {User Story 1}
- Guanchen Liu {User Story 2, User Story 6}
- Jose Rocha {User Story 4}
- Jun Hee Heo {User Story 5}

Initial Burnup Chart

Initial Scrum board

Scrum times

Mon (own, TA)

Wed (own)

Thur (TA)