Sprint 1

Project: UCSC Run!

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

Task listing, organized by user stories:
- User Story 1: As a {Player}, I want to have a controllable character, so that I can actually 'play' the game.
    - Task1: Creating a Player Prefab that includes the movement controller.[1 hour]
    - Task2: Include the Prefab into the Game state without any error.[1 hour]

- User Story 2: As a {Player}, I want to have multiple platforms and background, which makes it a platform game.
    - Task1: Creating a temporary background artwork.[1 hour]
    - Task2: Making tileset for tilemap.[3 hours]
    - Task3: Generate tileset into tilemap for the first stage.[3 hours]

- User Story 3: As a {Player}, the game should be able to restart by pressing some buttons on the keyboard, so that I can play it as many times as I want.
    - Task1: Create seperate states that connected together in phaser framework.[1 hour]
    - Task2: Set up a key detection, which will let the game jump into another state.[1 hour]
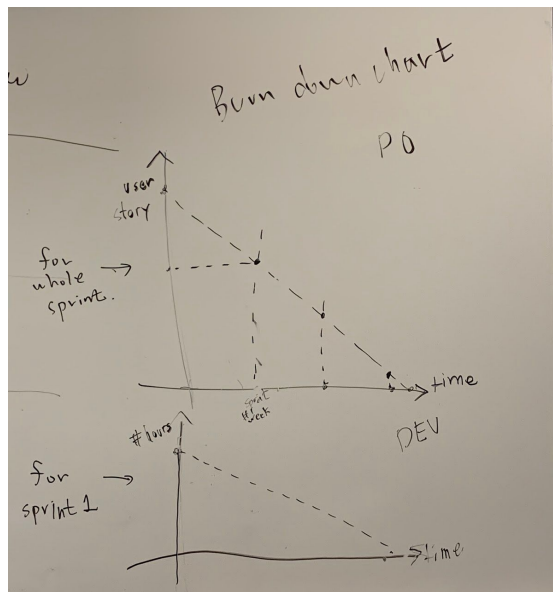
Team Roles:
- So Young Lee   {Developer}
- Changwan Park   {Developer}
- Guanchen Liu   {Developer, Product Owner}
- Jose Rocha   {Artist, Developer}
- Jun Hee Heo   {Developer, Scrum Master for Week 1}

Initial Task Assignment:
- So Young Lee   {User Story3 Task1, Task2}
- Changwan Park   {User Story2, Task2}
- Guanchen Liu   {User Story2, Task2 ,Task3}
- Jose Rocha   {User Story1, Task1, Task2}
- Jun Hee Heo   {User Story2, Task1, Task2}

Initial Burnup Chart

Initial Scrum board

Scrum times
Mon (own, TA)
Wed (own)
Thur (TA)