

Sprint 3

Project: Porter Run!

Goals:

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

Task listing, organized by user stories:

- User Story 1: As a {Player}, the game should be polished
 - Task 1: Add moving background [1 hour]
 - Task 2: Changing character to our own slug character. [1 hour]
- User Story 2: As a {Player}, the game should have end with playable level
 - Task 1: Make a level with significant ending [3 hours]
- User Story 3: As a {Player}, the game should have music and sound effects
 - Task 1: Adding sound effects and background music. [7 hours]
- User Story 4: As a {Player}, the game should have title and loading page
 - Task 1: Make a title logo and add it to title page [4 hours]
 - Task 2: Make a loading page [4 hours]
- User Story 5: As a {Player}, I need some more diverse enemies
 - Task 1: Make our own enemies [4 hours]
 - Task 2: Enemies need to have simple AI [3 hours]
- User Story 6: As a {Player}, I need some pickups to make game more interesting
 - Task 1: Add our own pickups [3 hours]
 - Task 2: Increase/decrease scores when player pick up items [2 hours]
- User Story 7: As a {Player}, I want my score could be stored online inside a leaderboard.
 - Task 1: Put rank numbers to score leaderboard. [3 hours]
 - Task 2: Add some background and more information on scoreboard. [3 hours]

Team Roles:

- So Young Lee {Developer}
- Changwan Park {Developer}
- Guanchen Liu {Developer, Product Owner}
- Jose Rocha {Artist, Developer, Scrum Master for Week 3}
- Jun Hee Heo {Developer}

Initial Task Assignment:

- So Young Lee {User Story 7}

- Changwan Park {User Story 1, User story 6}
- Guanchen Liu {User Story 2, User story 5}
- Jose Rocha {User Story 3, User Story 4 (task 1), User story 6}
- Jun Hee Heo {User Story 4 (task 2), User story 6}