

## 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 separate 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]

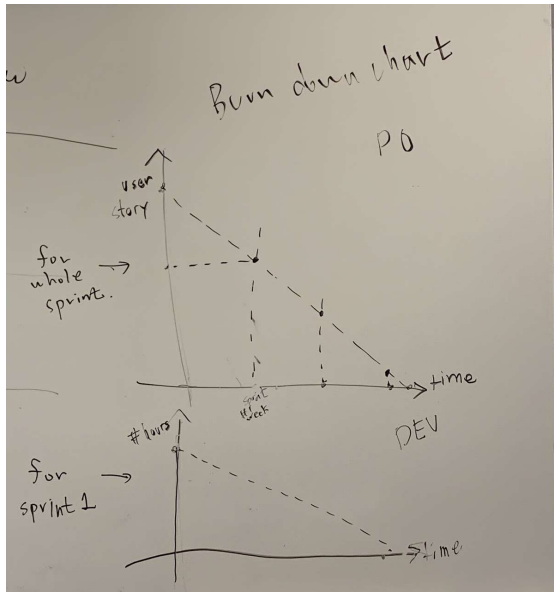
Team Roles:

- 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

User Stories	To-Do	In-Progress	Done	Review
Controllable character	<ul style="list-style-type: none"> <li>-Cursor function [1]</li> <li>-Character Prefab [2]</li> <li>* begin to learn phaser [1]</li> <li>-Include Prefab into game-states [2]</li> </ul>	<ul style="list-style-type: none"> <li>-learning phaser</li> <li>-Cursor function [1]</li> </ul>		
Endless Scrolling Platform & background	<ul style="list-style-type: none"> <li>-creating temp art for background [3]</li> <li>-Making random scrolling platform [3]</li> </ul>	<ul style="list-style-type: none"> <li>-temp art for background</li> </ul>		
Pressing buttons to Restart	<ul style="list-style-type: none"> <li>-initializing separate states with phaser [1]</li> <li>-Setting up key detection for letting player jump into another state [3]</li> </ul>			

## Scrum times

Mon (own, TA)

Wed (own)

Thur (TA)