Sprint 3 Plan : Dungeon of Pixels, 07/19/2016 1.0

Team : Keter

**Goal:** Improve game systems and graphics.

**‘Done’ Criteria (for tasks):** coding is done, and the code is tested by all developers.

**‘Done’ Criteria (for user stories)**: All tasks assigned are done.

Tasks:

- As a designer, I want map/item maker so that I can make them efficiently.

Task1 : make map/item maker(20 hours)

Task2 : make many maps/items (20 hours)

It will be acceptable if

-At least 10 maps and 50 items are made.

- As a player, I want cool graphics so that I can enjoy the game.

Task3: Improve graphics (20 hours)

Task6: Improve communication performance to maintain continuous graphics. (20 hours)

It will be acceptable if

-Product owner feels satisfaction.

- As a player, I want sufficient game system so that I do not feel tedium during the play.

Task4: Improve leveling system (8 hours)

Task5: Make stat system (8 hours)

It will be acceptable if

-Product owner feels satisfaction.

Team roles:

Yang : Developer, Product owner

Taemin : Developer, designer, Scrum master for the sprint 1

SooYoung : Developer, Scrum master for the sprint 2

Tom : Developer, Scrum master for the sprint 3

Scrum times :

7/20 12:45 PM, in the classroom

7/23 9:00 PM, skype/slack

7/25 12:45 PM, on the classroom