# Sprint1 Plan : Dungeon of Pixels, 07/07/2016 1.4

# Team : Keter

Goal : Make client-server structure and define data structures (includes packet structure)

Tasks:

-As a player, I want multiplayer system so that I can interact with other players

Task1 : make basic IO system.(9 hours)

Task2 : make socket library with ws2\_32.dll (9 hours)

Task3 : make simple server/client structure (2 hour)

Task4 : control concurrency (3 hours)

Task5 : define packet structure (1 hour)

Task12 : plan basic game system (6 hours)

-As a player, I want data saving functions so that I can continue to play the game

Task6 : define data structure to save data (6 hours)

Task7 : make save/load functions (6 hours)

Task8 : complete server structure (20 hours)

-As a debugger, I want some simple maps so that I can test data structures

Task9 : define map structure (4 hours)

Task10 : make map loading function(3 hours)

Task11 : make simple map (1 hour)

Team roles:

Yang : 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

Initial task:

Yang : Task 1

Taemin : Task 2

SooYoung : Task 5

Tom : Task 12

Scrum times :

TBA. We will meet via skype for the first scrum.