# Sprint2 Plan : Dungeon of Pixels, 07/15/2016 1.3

# Team : Keter

Goal : Make map/item maker and make map/items. Also implements graphics and basic game system.

Meaning of done (for task): coding is done, and the code is tested by whole developer.

Meaning of done (for user story): every tasks that are included in the user story are done.

Tasks:

- As a player, I want GUI so that I can play the game comfortably.

Task1 : Make inventory system (6 hours)

Task2 : Make server/client connection menu (6 hours)

It will be acceptable if

-GUI looks neat and colorful.

- As a player, I want leveling system so that I can raise my character.

Task3 : Improve user data structure(12 hours)

Task7 : Make equipment system(12 hours)

Task8 : Make hash functionalities to make faster server operations.(20 hours)

It will be acceptable if

-Leveling system is implemented well.

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

Task4 : Improve map structure (4 hours)

Task5 : make map/item maker(20 hours)

Task6 : make many maps/items (20 hours)

It will be acceptable if

-At least 10 maps and 50 items are made.

-As a user of the system, I want be able to read a user manual of the product so that I can understand the game system easily.

Task8 : Make user manual(4 hours)

It will be acceptable if

-Stake holders/class mates are able to play and understand the game.

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

Initial task:

Yang : Task 5

Taemin : Task 6

SooYoung : Task 4

Tom : Task 6

Scrum times :

7/13 12:45 PM, on the classroom

7/16 9:00 PM, skype/slack

7/18 12:45 PM, on the classroom