

Sprint 1 Plan  
TBA  
Rpg Game  
10/19/2016  
Revision 2  
10/10/2016

**Goal:** Completing basic components of the game including character movement, the UI, enemies, and maps.

### **Task Listing**

- *User Story 1: As a player, I want there to be a map, in order*
  - *Task 1: Drawing out basic layout of the maps (30 minutes-1 hr)*
  - *Task 2: Creating a grid for which the map is based (2-3 hours)*
  - *Task 4: Creating "terrain" for the map (5 hrs)*
- *User Story 2: As a player, I want to have various characters, in order to strategize and have different game play*
  - *Task 1: Designing characters(3 hrs)*
  - *Task 2: Creating character objects (1 hr)*
  - *Task 3: Creating character sprites(1 hrs)*
- *User Story 3: As a player, I want cover/platforms in the map, in order to provide cover and a change of scenery*
  - *Task 1: Drawing out where platforms will be located(30 minutes - 1 hr)*
  - *Task 2: Coding cover as objects in game(5 hrs)*
- *User Story 4: As a player, I want to be able to move my characters with a mouse, in order to get from one location to the next*
  - *Task 1: Write code that allows character to be moved with mouse (3 hrs)*
  - *Task 2: Adding restrictions to character movement, only allowing character to move in specified range (4 hrs)*
  - *Task 3: Highlighting the character that is selected and the number of places the character can move (2 hrs)*

### **Team Roles:**

Shirley Huang: PO, Character movement developer

Edward Nguyen: Monster Developer

Peter Huang: Map Developer

Kenneth Bendo: Scrum Master, UI Developer

### **Initial Task Assignment:**

Shirley Huang: User Story 1, Task 1-5

Edward Nguyen: User Story 3, Task 1-2

Peter Huang User Story 2, Task 1-3

Kenneth Bendo, User Story 4, Task 1-3

### **Scrum Times:**

Mondays: 3:00-3:15 Scrum Meeting

3:15-4:00 Problem Discussions

Tuesdays/Thursdays:

4:00-4:15 Scrum Meeting

4:15- ? Problem Discussions/ Group Coding Session