Sprint 2 Plan
TBA
Rpg Game
11/04/2016

Goal: Complete basic mechanics of game, such as taking actions and movement, as well as setting up the framework to allow play over the Internet.

Task Listing

- User Story 1: As a player, I want to be able to move my character, in order to move from one point to another
  - *Task 1: Create movement for characters across tilemap grid (2 hrs)*
  - *Task 2: Allow character to follow a predetermined path (3-4 hours)*

- User Story 2: As a player, I want to be able to perform attacks, in order to kill opponents and win the game
  - *Task 1: Be able to target a 360 degree area around the character using characters' attack range (*
  - *Task 2: Be able to deal damage to enemy characters*
  - *Task 3: cause loss of health (deducting from int counter)*

- User Story 3: As a player, I want 2-player function, in order to play with a friend
  - *Task 1: Research Unity multi-player option (5 hour)*
  - *Task 2: Create server (5 hr+)*
  - *Task 3: Allow players to join server (via internet connection) (5 hr+)*

- User Story 4: As a player, I want to be able to use different character classes to make gameplay more interesting
  - *Task 1: Create 4 different character classes (5 hours)*
    - *Attack range, damage, movement "speed", health, *abilities (if time), *different weapons*
  - *Task 2: Apply different character models to classes (2 hours)*
  - *Task 3: Provide empty framework for abilities next sprint (Players given chance to choose abilities) (5 hours)*

Team Roles
Shirley Huang: PO, Developer
Peter Huang: Developer
Edward Nguyen: Scrum Master, Developer
Kenneth Bendo: Developer

Initial Task Assignment
Shirley Huang: User Story 1: Task 1 and 2
Peter Huang: User Story 4: Task 1
Edward Nguyen: User Story 2
Kenneth Bendo: User Story 3

Scrum Times:
Monday: 3:00 PM
Tuesday/Thursday: 4:30 PM