Sprint 3 Plan
TBA
RPG Game
11/23/16
Revision 1
11/7/16

Goal: Finish networking and implement some features to increase user entertainment

**Task Listing**
- *User Story 1: As a player, I want there to be a 2-player function, in order to play with friends*
  - *Task 1: Get a server (1 hr)*
  - *Task 2: Implement network capabilities for online multiplayer*
- *User Story 2: As a player, I want there to be different abilities, in order for greater character diversity*
  - *Task 1: Working abilities (3 per character class)*
  - *Task 2: Animation for abilities/attacks*
- *User Story 3: As a player, I want there to be an UI, in order to see my character health and stats*
  - *Task 1: Directly display character information when selected*
  - *Task 2: Real-time updates to character health/other stats*
  - *Task 3: Health bars for each character (child object of character)*
- *User Story 4: As a player, I want to be able to choose which units to use, in order to have varied gameplay*
  - *Task 1: Character creation (6 per player) before game starts*
  - *Task 2: Able to pick abilities for classes during creation*
- *User Story 5 (Optional): As a player, I would like there to be some music and sound effects, in order to enjoy the game and hear when I am attacking an opponent or vice versa*
  - *Task 1: Download music/sound effects (2 hrs)*
  - *Task 2: Code into game (3 hrs)*

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

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

**Scrum Times:**

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