

Sprint 2 Plan

Alien Clean Up

revision #:3

revision date: 7/10/2018

High Level Goal:

Flesh out the base game by adding many new mechanics that provide variety in the gameplay. Keep working on the level and add to its density.

Task Listing:

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players.

- Key poses for Janitor animations
 - Move
 - Sprint
 - Vacuum
- Key poses for Slime animations
 - Move
 - Stretch and Fling

(12) As a Player, I want the game to be satisfying and fun to play.

- Implement Janitor Sprinting and Slipping mechanic
- Implement Janitor vacuuming floor slime and player slimes
- Implement Janitor vent attachment
- Implement Slime stretch and fling mechanic
- Implement Slime mass variation
- Implement Slime fusing

(5) As a Player, I want a field to play on, so that we can compete with the other team. (Expand from Sprint 1).

- Design a basic level layout
- Build the basic level layout in Unity

(5) As a Player, I want menus to select game options with.

- Implement pause Menu
- Implement pre-game options menu

Team Roles:

Stephen: Game Director

Riley: Developer

Dmitry: Scrum Master, Developer

Ben: Developer

Brendan: Developer

Marlo: Graphics Artist

Initial Task Assignment:

Stephen:

Riley:

Dmitry:

Ben:

Brendan:

Marlo:

Sprint 2 Burn-Up Chart