

Sprint 3 Plan

Alien Clean Up

revision #:3

revision date: 7/20/2018

High Level Goal:

Finalize implementations from sprint 2, heavy testing of mechanical interactions and bug fixing, polishing product with visual feedback and mechanical touches.

Task Listing:

(8) As a Player, I want the game to be satisfying and fun to play. (Finish these implementations from sprint 2)

- (3 hours) Implement Janitor Sprinting ~~and Slipping~~ mechanic
- (6 hours) Implement Janitor vacuuming floor slime and player slimes
 - + Implement slime jail and jailbreak
- ~~Implement Janitor vent attachment~~
- (4 hours) Implement Slime stretch and fling mechanic
- ~~Implement Slime mass variation~~
- (8 hours) Implement Slime fusing

(8) As a Player, I want to have a unique character to distinguish me from the rest of the players. (Finish from sprint 2)

- (4 hours) Key poses for Janitor animations
 - Sprint
- (4 hours) Key poses for Slime animations
 - Stretch and Fling

(5) As a Player, I want the game to be bug free.

- (10 hours) Perform testing of individual desired interactions
- (10 hours) Perform testing of individual undesired interactions

(5) (12 hours) As a Player, I want the game to have lots of visual feedback and polish.

(1) (1 hour) As a Player, I want the game to have a name.

Team Roles:

Stephen: Scrum Master, Product Owner, Game Director

Riley: Developer

Dmitry: Developer

Ben: Developer

Brendan: Developer

Marlo: Graphics Artist

Initial Task Assignment:

Stephen: (6 hours) Implement Janitor vacuuming floor slime and player slimes

Riley: (3 hours) Implement Janitor Sprinting and Slipping mechanic

Dmitry: (8 hours) Implement Slime fusing

Ben: (10 hours) Perform testing of individual desired interactions

Brendan: (4 hours) Implement Slime stretch and fling mechanic

Marlo: (4 hours) Key poses for Janitor animations

Burn Chart:

Sprint 3 Burn-Up Chart

