

Sprint 1 Plan

Product name: Bubble War

Team name: GoldMoon

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Goal

Bubble War is a competition game played by two players. Each team produces bubbles from each side by pressing space key to defeat each other. This is a realtime web application supported by Node.js and Socket.io.

Task listing, organized by user story

The complete list of tasks will take the form of:

Plan for Sprint	
Task stories, Priority ordered	Hours
User story 1 - As a player, I want to interact server with keyboard so that I can create bubble.	
1) Implement bubble creation using keyboard keys.	5
2) Design bubble and player UI.	10
3) Server can receive keyboard pressed by player.	20
User story 2 - As a system, I want to make collision system so that bubble can destroy the bubble, and player can win the game.	
1) System can be connected to server.	3
2) Server can connect two players.	20
User story 3 - As a system, I want to connected with server so that player can match with other player.	
1) System can be connected to server.	3
2) Server can connect two players.	20
User story 4 - As a team member, I want to learn the proper technologies so that I can develop my project.	

Plan for Sprint	
1) Learn about programming languages such as Javascript	10
2) Learn about technologies for programming	10

Team roles

Sumin Han: Product Owner, Developer

Jaewook Woo: Scrum Master, Designer

Eojin Rho: Developer

Yihan Kim: Developer

Taeyeon Kim: Director, Planner

Initial task assignment

Sumin Han: User Story 2, Server can connect two players.

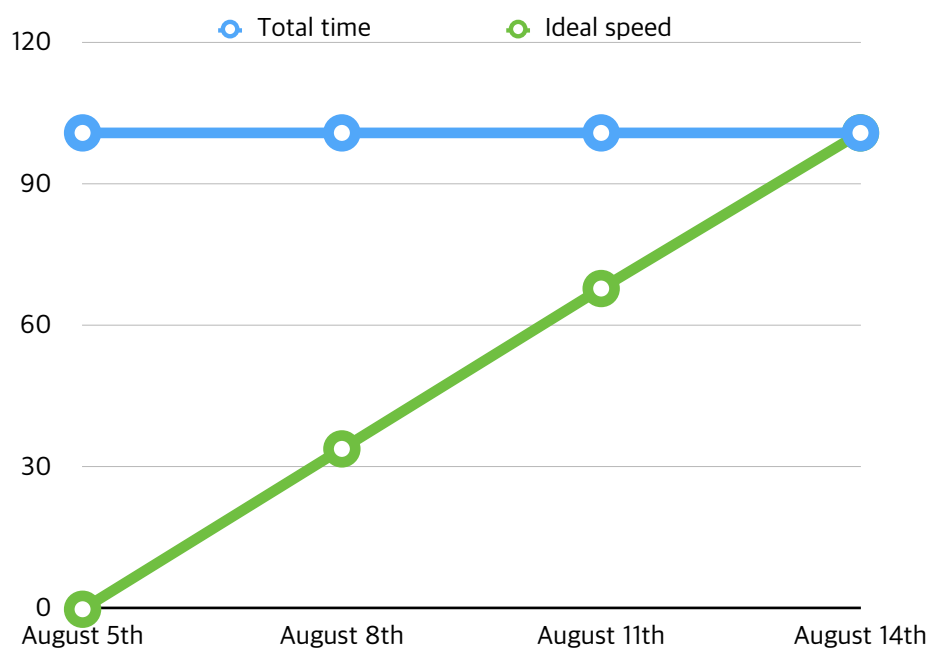
Jaewook Woo: User Story 1, Design bubble and player UI.

Eojin Rho: User Story 1, Implement bubble creation using keyboard keys.

Yihan Kim: User Story 2, System can be connected to server.

Taeyeon Kim: User Story 1, Server can receive keyboard pressed by player.

Initial burnup chart



CMPS 115

Initial scrum board

Since the team project space is not allocated yet, we can't write on the scrum board.

Scrum times

Every evening, 8PM, Baobab Lounge, Merrill college.
