IdleCraft Sprint 1 Plan

Team Members: Brian Andrus, Eduardo Zamora, Saar Sayfan, Travis Kerns, Nathan Lakritz
Sprint Completion Date: 10/20/2019
Revision Number: 1
Revision Date: 10/11/2019

Goal: The goal of this sprint is to get the foundations of the code base set up as well as have basic functionality related to the gameplay loop of the final app while getting familiar with android studio. The user should be able to push buttons to receive a resource, transform a resource, sell a resource, and change menus.

Sprint Tasks:
- User Story 1: As a developer, I want to get familiar with Android Studio so that I can develop the game.
  - Task 1: Upload base repo to github (1)
  - Task 2: Watch tutorials on Android Studio (2)
- User Story 2: As a developer, I want the codebase to be modular so that bugs are easily identified and work is non-conflicting.
  - Task 1: Create class for menus (1)
  - Task 2: Create class for crafting (1)
  - Task 3: Create class for shop (1)
  - Task 4: Create class for items (3)
- User Story 3: As a player, I want to be able to switch between different menus so that I can interact with different components of the game.
  - Task 1: Add code for different menu selections (1)
  - Task 2: Add button tabs at bottom of screen (1)
- User Story 4: As a player, I want to be able to manually gather items so that I can craft a variety of new items.
  - Task 1: Add inventory for different items (2)
  - Task 2: Add buttons to increase item in inventory (2)
- User Story 5: As a player, I want to be able to manually craft items to sell at the shop for currency.
  - Task 1: Implement prerequisite system for crafting (2)
  - Task 2: Add button to craft item and add it to inventory (2)
- User Story 6: As a player, I want to sell items that I have crafted so I can gather currency.
  - Task 1: Add currency mechanic (2)
  - Task 2: Add a button to sell all of current stock (1)
 - Task 3: Add a button in shop menu to decrease currency when pressed (1)

Team Roles:
- Brian: Project Owner
- Eduardo: Developer
- Saar: Scrum Master
- Travis: Developer
- Nathan: Developer

Initial Task Assignment:
- Brian: User Story 2: As a developer, I want the codebase to be modular so that bugs are easily identified and work is non-conflicting.
- Eduardo: User Story 3: As a player, I want to be able to switch between different menus so that I can interact with different components of the game.
- Saar: User Story 6: As a player, I want to sell items that I have crafted so I can gather currency.
- Travis: User Story 4: As a player, I want to be able to manually gather resources and place them in my inventory so that I can craft items.
- Nathan: User Story 5: As a player, I want to be able to manually craft items and place them in my inventory to sell at the shop for currency.

IdleCraft Sprint 1 Burnup Chart
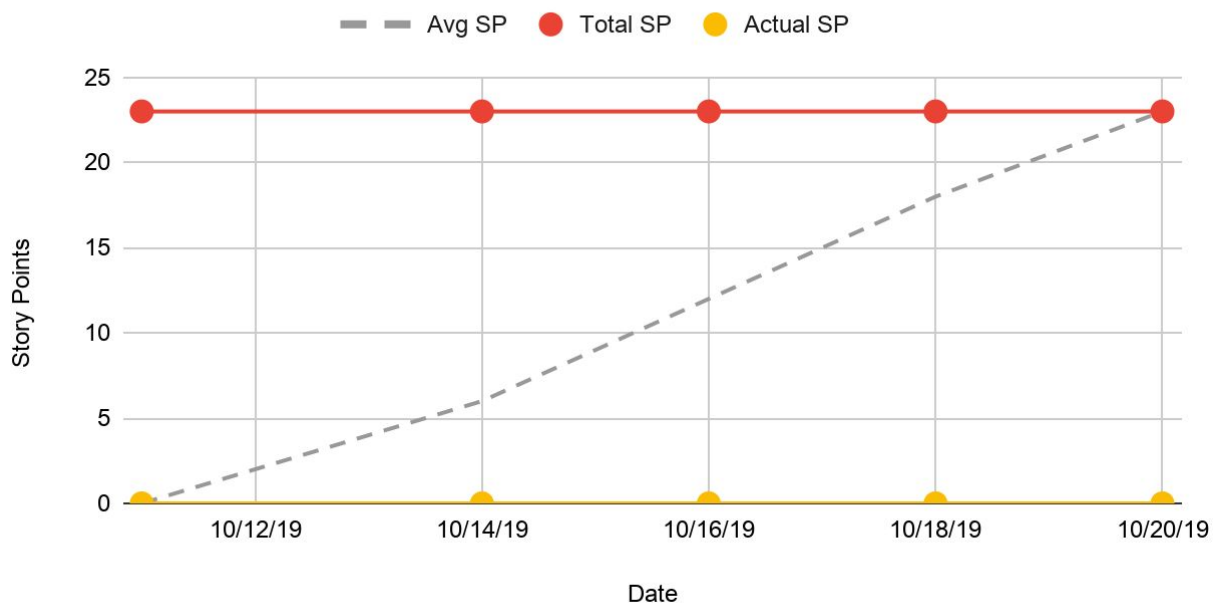
Scrum board: On clubhouse (invite link)

Scrum Times:
- Monday 9am
- Wednesday 9am
- Friday 9am