

IdleCraft Sprint 2 Plan

Team Members: Brian Andrus, Eduardo Zamora, Saar Sayfan, Travis Kerns, Nathan Lakritz

Sprint Completion Date: 11/2/2019

Revision Number: 1

Revision Date: 10/21/2019

Goal: In this sprint, the goal is to create the foundational UI and implementation for each tab: gathering, crafting, inventory, and shop. By the end of the sprint, players should be able to gather and craft multiple items into their inventories. Players will also be able to sell these items at the shop to obtain currency.

Sprint Tasks:

- User Story 1: (4) As a developer, I want the fragments to be able to communicate with the main activity so that data can be referenced across the app.
 - Task 1: Research methods for global data access (1 hour).
 - Task 2: Implement methods to interact with inventory globally (3 hours).
- User Story 2: (5) As a player, I want to be able to manually gather items and place them in my inventory, so I can craft items.
 - Task 1: Create a functioning, rough UI for inventory (4 hours).
 - Task 2: Ensure that the gathering UI, inventory UI, and inventory data structure are in sync (4 hours).
- User Story 3: (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.
 - Task 1: Copy and connect UI for crafting and inventory based on UI that has already been created in the gathering fragment (4 hours).
 - Task 2: Ensure that the crafting UI, inventory UI, and inventory data structure are in sync (4 hours).
- User Story 4: (5) As a player, I want to sell items that I have crafted so I can gather currency.
 - Task 1: Copy and connect UI for shop based on UI that has already been created (4 hours).
 - Task 2: Update the inventory data structure upon a successful shop transaction (4 hours).
- User Story 5: (4) As a player, I want to gather a larger variety of items to make the game more enjoyable.
 - Task 1: Copy, paste, and connect UI for three new gathering items (2 hours).
 - Task 2: Update the inventory data structure upon a successful gather (2 hours).

- User Story 6: (4) As a player, I want to craft a larger variety of items to make the game more enjoyable.
 - Task 1: Copy, paste, and connect UI for three new crafting items (2 hours).
 - Task 2: Update the inventory data structure upon a successful craft (2 hours).

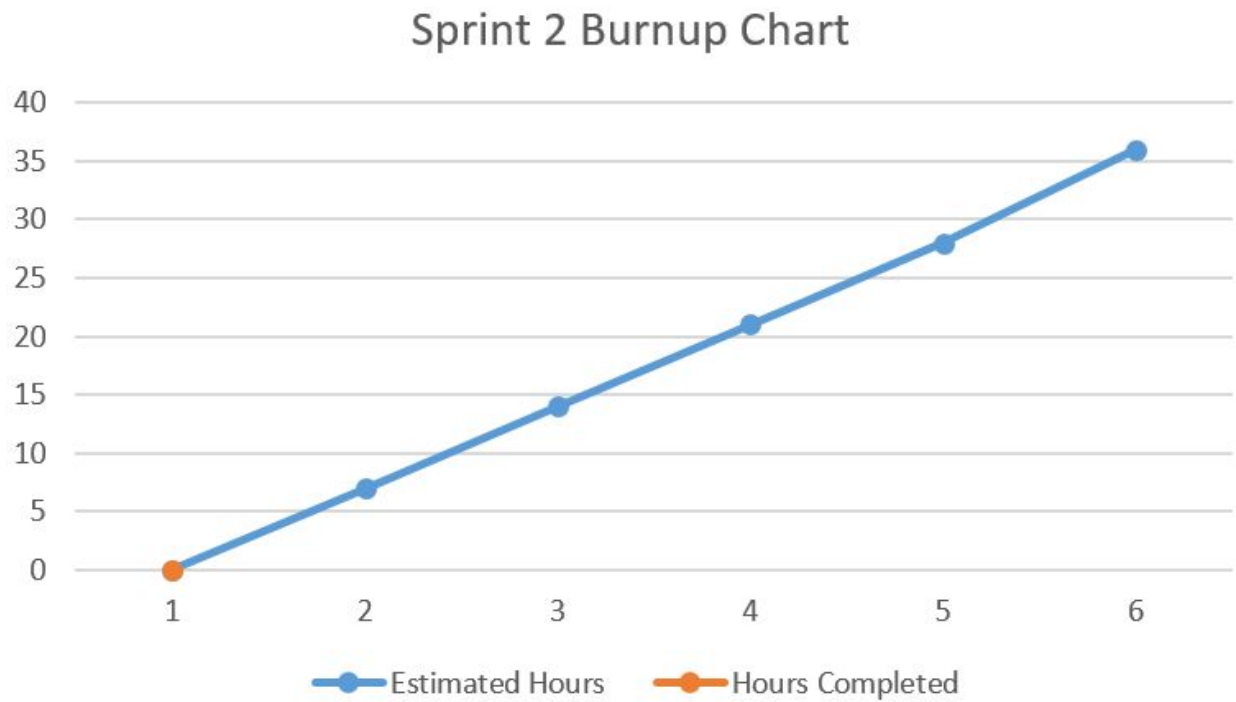
Team Roles:

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

Initial Task Assignment:

- Brian:
 - Initial User Story: User Story 4: As a player, I want to sell items that I have crafted so I can gather currency.
 - Initial Task: Copy and connect UI for shop based on UI that has already been created (3 hours).
- Eduardo:
 - Initial User Story: 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.
 - Initial Task: Ensure that the crafting UI, inventory UI, and inventory data structure are in sync (3 hours).
- Saar:
 - Initial User Story: User Story 1: As a developer, I want the fragments to be able to communicate with the main activity so that data can be referenced across the app.
 - Initial Task: Research methods for global data access (1 hour).
- Travis:
 - Initial User Story: User Story 2: As a player, I want to be able to manually gather items and place them in my inventory, so I can craft items.
 - Initial Task: Update inventory data structure upon gathering an item (1 hour).
- Nathan:
 - Initial User Story: As a player, I want to gather a larger variety of items to make the game more enjoyable.
 - Initial Task: Copy, paste, and connect UI for three new gathering items (1 hour).

Initial Burnup Chart:



Scrum board: On clubhouse ([invite link](#))

Scrum Times:

- Monday 9am
- Wednesday 9am
- Friday 9am