IdleCraft Sprint 4 Plan

Team Members: Brian Andrus, Eduardo Zamora, Saar Sayfan, Travis Kerns, Nathan Lakritz
Sprint Completion Date: 12/01/2019
Revision Number: 1
Revision Date: 11/18/2019

Goal: In this sprint, the goal is to finish all the main functionality of the game, optimize and refactor the codebase, and allow the automatic collection of resources.

Sprint Tasks:
- User Story 1: (13) As a player I want resource collection to happen automatically.
  - Task 1: Create a thread in the main activity that updates each item's gathering progress (5 hours).
  - Task 2: Upon gathering fragment creation, update progress bars to reflect each item's current progress (4 hours).
  - Task 3: Once automation is unlocked in the shop for an item, disable manual clicking for its gathering (4 hours).

- User Story 2: (5) As a player, I want the game fragments to behave as expected and never crash.
  - Task 1: Fix the issue with the threads/while(true) loops (3 hours).
  - Task 2: Update the threads to take into account new text views (2 hours).

- User Story 3: (8) As a player I want to have fleshed out tabs with plenty of items and decent graphics.
  - Task 1: Add more shop widgets (2 hours).
  - Task 2: Improve placeholder sprites and font in widgets (3 hours).
  - Task 3: Change the app icon image (3 hours)

- User Story 4 (12): As a user, I want the game to run smoothly and perform optimally.
  - Task 1: Refactor code for gathering fragment (3 hours).
  - Task 2: Refactor code for crafting fragment (3 hours).
  - Task 3: Refactor code for shop fragment (3 hours).
  - Task 4: Refactor code for inventory fragment (3 hours).

- User Story 5 (4): As a player I want the game to be balanced.
  - Task 1: Adjust item prices and other attributes (2 hours).
  - Task 2: Allow the player to gradually unlock items based on progress (2 hours).

Team Roles:
- Brian: Project Owner
- Eduardo: Scrum Master

- Saar: Developer
- Travis: Developer
- Nathan: Developer

Initial Task Assignment:
- Brian:
    - Fix the issue with the threads/while(true) loops (3 hours)

- Eduardo:
    - Add more shop widgets (2 hours)

- Saar:
    - Create thread in main activity to update progress (3 hours)

- Travis:
    - Refactor code for gathering fragment (3 hours).

- Nathan:
    - Improve placeholder sprites and font in widgets (3 hours).

Initial Burnup Chart:

Sprint 4 Burnup Chart

- Hours Completed
- Estimated Hours
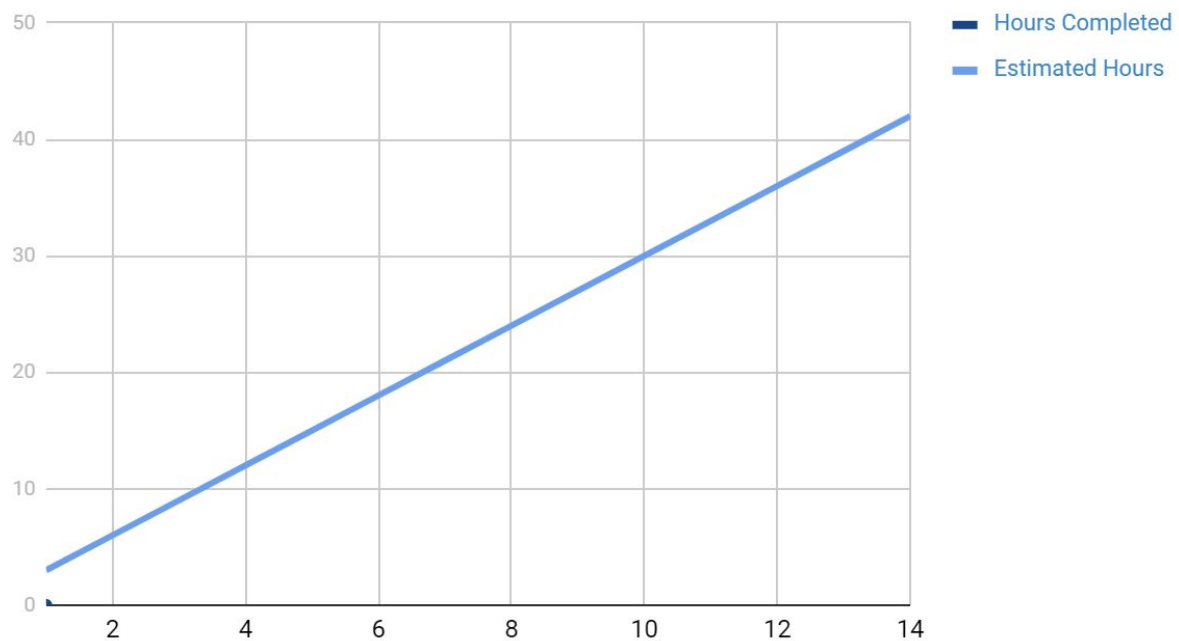
Scrum board: On clubhouse (invite link)

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