

IdleCraft Sprint 3 Plan

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

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Revision Number: 1

Revision Date: 11/4/2019

Goal: In this sprint, the goal is to allow players to purchase upgrades from the shop and increase gathering and crafting speeds. By the end of the sprint, the core gameplay loop should be in place, with most items available to the player. The UI should also be complete for each tab.

Sprint Tasks:

- User Story 1: (7) As a player, I want to buy upgrades for inventory space, gathering speeds, and crafting speeds on a shop tab, so I feel like I am making progress.
 - Task 1: Allow the player to upgrade inventory space (2 hours)
 - Task 2: Allow the player to upgrade gathering speeds (3 hours)
 - Task 3: Allow the player to upgrade crafting speeds (2 hours)
- User Story 2: (7) As a player, I want more complex crafting to craft new items, so there is more content in the game.
 - Task 1: Copy and paste UI widgets in gathering and crafting (2 hours)
 - Task 2: Rename widget buttons and text boxes (2 hours)
 - Task 3: Change recipe and item code to match new items (3 hours)
- User Story 3: (6) As a player, I want the shop to have a clean UI so that I can easily navigate it.
 - Task 1: Create a shop widget for individual items (3 hours).
 - Task 2: Copy and paste widget with name/item changes (3 hours)
- User Story 4: (6) As a player, I want the crafting fragment to have a clean UI so that I can easily navigate it.
 - Task 1: Modify the crafting UI to have three crafting requirements (3 hours)
 - Task 2: Make the crafting UI's design consistent with the gathering UI (3 hours)
- User Story 5: (4) As a player, I want each fragment to be updated simultaneously whenever any changes to the inventory occur so that I don't have to change tabs back and forth to see updates.
 - Task 1: Figure out how to sync the UI and data structures on each fragment (2 hours)
 - Task 2: Implement these changes (4 hours)

- User Story 6: (6) As a player, I want my game state to be saved so that I don't have to restart each time I close the app.
 - Task 1: Find out how to save and load game state (2 hours)
 - Task 2: Implement saving and loading upon opening or leaving the game. This includes saving the game at regular intervals (4 hours).

Team Roles:

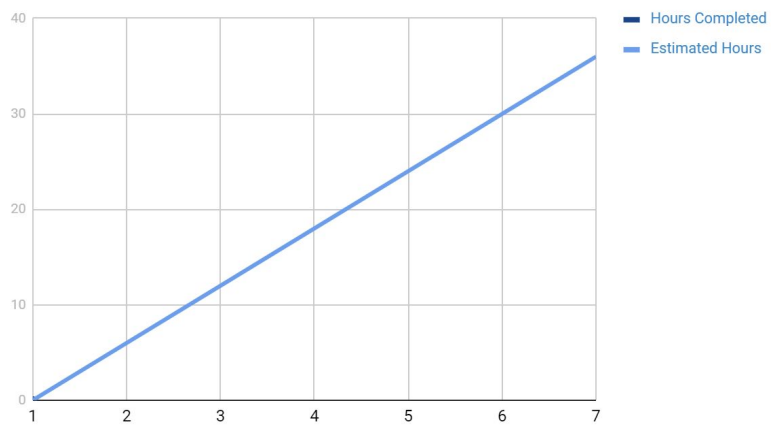
- Brian: Project Owner
- Eduardo: Developer
- Saar: Developer
- Travis: Developer
- Nathan: Scrum Master

Initial Task Assignment:

- Brian:
 - Rename widget buttons and text boxes (2 hours)
 - Change recipe and item code to match new items (3 hours)
- Eduardo:
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- Saar:
 - User Story 5 Task 1
 - User Story 5 Task 2
 - User Story 6 Task 1
 - User Story 6 Task 2
- Travis:
 - Modify the crafting UI to have three crafting requirements (3 hours)
- Nathan:
 - Copy and paste UI widgets in gathering and crafting (2 hours)

Initial Burnup Chart:

Sprint 3 Burnup Chart



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

Scrum Times:

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