Sprint 2 Plan
C# Game Engine
Sharp Slugs
Revision 1
October 22, 2018

GOAL: For this sprint we want a content manager and input stuffs.

Task Listing:
User story 1: As a game designer I want a content manager so that I can import assets
1. (8) A way to reference external images [Harpreet]
2. (13) A way to split images into separate sprites [Harpreet]

User story 2: As a player I want to be able to view assets on-screen
1. (8) Display an image on-screen [Andrew]
2. (8) Pull a subregion from an image [Andrew]
3. (3) incorporate with Sprite class [Andrew]

User story 3: As a player I want to be able to use my keyboard/mouse to play the game
1. (5) Detect input from keyboard [Timothy]
2. (5) Detect mouse input [Timothy]

User story 4: As a player I want to be able to use my gamepad to play the game
1. (8) Detect connection with gamepad [Sean]
2. (3) Detect kind of controller [Sean]
3. (5) Detect input from controller [Sean]

User story 5: As a game designer I want an event system so that I can have sprites respond to input.
1. (5) Event system with keyboard [Timothy]
2. (5) Event system with mouse [Timothy]
3. (5) Event system with gamepad [Sean]

Team Roles:
Sean Riley: Product Owner, Developer, Programmer
Harpreet Singh: Developer, Programmer
Andrew Purcell: Developer, Programmer
Timothy Su: Scrum Master, Developer, Programmer

Initial task assignment:
Sean Riley (21)
- User story 4
- User story 5
    - Task 3

Harpreet Singh (21)
- User story 1

Andrew Purcell (21)
- User story 2

Timothy Su (20)
- User story 3
- User story 5
    - Task 1
    - Task 2