Printable Tasks & Issue

Sprint Name   Phase 1: Design, plan and set up project

Days Left   Completed

TK-15
AB
Adrian

Look into collision handling

Due Date : Apr 16, 2016

User Story : US-16 As a tank, I want to be able to destroy walls so that I could move easily.

Estimated	02:00				
ES	02:30				
EL	00:00				

TK-14
AB
Adrian

Create prelimary controller to the game

Due Date : Apr 16, 2016

User Story : US-15 As a tank, I want to be able to move on the map so that I could perform actions.

Estimated	01:30				
ES	01:00				
EL	00:00				

TK-13
TY
Tongyu

Create wall class

Due Date : Apr 15, 2016

User Story : US-14 As a wall, I want to be able to be destroyed by the tanks so that I could make the game challenging and protect the player's tank

Estimated	00:30				
ES	00:10				
EL	00:00				

TK-12
TY
Tongyu

Create PowerUp class

Due Date : Apr 16, 2016

User Story : US-13 As a power up, I want to be able to be pick up by the player's tank so that I could power up the player's tank

Estimated	00:15				
ES	00:10				
EL	00:00				

TK-20

AB Adrian

Work on six types of power up

Due Date : Apr 16, 2016

User Story : US-13 As a power up, I want to be able to be pick up by the player's tank so that I could power up the player's tank

Estimated	02:00				
ES	02:30				
EL	00:00				

TK-10

AB Adrian

Add bullet class with its attributes

Due Date : Apr 17, 2016

User Story : US-10 As a tank, I want to be able to shoot bullets so that I could destroy other items.

Estimated	01:30				
ES	00:30				
EL	00:00				

TK-8

HG Hung

Create Tank class and its corresponding attributes

Due Date : Apr 16, 2016

User Story : US-11 As a player, I want to be able to navigate the tank so that I am playing a game.

Estimated	02:00				
ES	01:00				
EL	00:00				

TK-9

PU Peter

Create tank model

Due Date : Apr 14, 2016

User Story : US-11 As a player, I want to be able to navigate the tank so that I am playing a game.

Estimated	00:45				
ES	01:00				
EL	00:00				

TK-11

TY
Tongyu

Create GameView, MapView and Image Process

Due Date : Apr 15, 2016

User Story : US-12 As a map, I want to be generated, so I could provide a space for the game to take place

Estimated	03:00				
ES	03:15				
EL	00:00				

Printable Tasks & Issue

Sprint Name   Phase 2: Develop

Days Left   Completed

TK-28
AB
Adrian

Add basic functionalities of the player tank

Due Date : Apr 23, 2016

User Story : US-39 As a tank, I want to be able to move, shoot, destroy and have multiple lives so that I could protect the base

Estimated	02:00				
ES	01:00				
EL	00:00				

TK-29
AB
Adrian

Add different animations to the game such as appearances and explosion.

Due Date : Apr 23, 2016

User Story : US-38 As a game, I want to hava different animations so that the game would be real

Estimated	01:30				
ES	01:00				
EL	00:00				

TK-45
HG
Hung

Create 4 kinds of enemies based on the original game.

Due Date : Apr 30, 2016

User Story : US-37 As an enemy, I want to create some difficulties to the player, so that the game will be more interesting.

Estimated	01:00				
ES	01:00				
EL	00:00				

TK-47
HG
Hung

Make enemies spawn randomly with different difficulties on the map

Due Date : Apr 30, 2016

User Story : US-37 As an enemy, I want to create some difficulties to the player, so that the game will be more interesting.

Estimated	02:00				
ES	03:00				
EL	00:00				

TK-44

HG
Hung

Create different enemies

Due Date : Apr 29, 2016

User Story : US-36 As an enemy, I want move at a
certain speed and shoot at a certain speed, so that I
could destroy more and avoid bullets from the player.

Estimated	04:00				
ES	06:00				
EL	00:00				

TK-43

AB
Adrian

Explore and find suitable speed for the bullet

Due Date : Apr 23, 2016

User Story : US-35 As a bullet, I want to have different
speed at different situations so that I could be more
useful to the tanks

Estimated	00:15				
ES	00:10				
EL	00:00				

TK-41

AB
Adrian

*Create and update bullet class with different
properties*

Due Date : Apr 22, 2016

User Story : US-34 As a bullet, i want be able to shoot
by tanks, so that I could become the weapon of the
tanks.

Estimated	00:15				
ES	00:05				
EL	00:00				

TK-42

AB
Adrian

Update different sprite classes

Due Date : Apr 22, 2016

User Story : US-33 As a bullet, I want to be
destructive so that I can destory obstacles and tanks

Estimated	00:15				
ES	00:15				
EL	00:00				

TK-40

AB Adrian

Create animation for the base

Due Date : Apr 22, 2016

User Story : US-32 As a base, I want to change to a white flag when I am destroyed so that the player would know win/lose.

Estimated	00:15				
ES	00:10				
EL	00:00				

TK-39

AB Adrian

Create a brick sprite class

Due Date : Apr 22, 2016

User Story : US-31 As a brick, I want to be able to be detroyed by the tanks so that I could make the game challenging and protect the player's tank

Estimated	00:15				
ES	00:05				
EL	00:00				

TK-38

AB Adrian

Create a water sprite class

Due Date : Apr 22, 2016

User Story : US-30 As water, I want to block all the tanks and only let bullet pass through, so that I can make the game interesting.

Estimated	00:15				
ES	00:15				
EL	00:00				

TK-37

AB Adrian

Create steel sprite class

Due Date : Apr 22, 2016

User Story : US-29 As a steel, I want to block bullet and tanks so that I can make the game interesting

Estimated	00:15				
ES	00:15				
EL	00:00				

TK-36

AB
Adrian

Create tree sprite class

Due Date : Apr 22, 2016

User Story : US-28 As a tree, I want to be shown on the map, so that I can obfuscate bullet and tanks to make the game interesting

Estimated	00:30				
ES	00:15				
EL	00:00				

TK-35

AB
Adrian

Create the basic five powerUps in the game

Due Date : Apr 23, 2016

User Story : US-27 As a powerUp, I want to improve different properties of the player's tank, so that I could make the game more interesting and be more useful to the players

Estimated	03:00				
ES	02:30				
EL	00:00				

TK-46

HG
Hung

Add proper methods so that the powerUp could be spawn on the map

Due Date : Apr 30, 2016

User Story : US-27 As a powerUp, I want to improve different properties of the player's tank, so that I could make the game more interesting and be more useful to the players

Estimated	01:30				
ES	02:00				
EL	00:00				

TK-32

AB
Adrian

Handle bullets and tanks collisions

Due Date : Apr 24, 2016

User Story : US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	02:00				
ES	01:30				
EL	00:00				

TK-33

AB
Adrian

Handle tanks and bricks collision

Due Date : Apr 23, 2016

User Story : US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	01:45				
ES	02:00				
EL	00:00				

TK-34

AB
Adrian

Handle bullets and bricks collision

Due Date : Apr 23, 2016

User Story : US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	01:45				
ES	01:00				
EL	00:00				

TK-48

TY
Tongyu

Add proper transitions to different JPanel in the game

Due Date : Apr 25, 2016

User Story : US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	03:00				
ES	04:30				
EL	00:00				

TK-50

TY
Tongyu

Figure out how to make the game restart

Due Date : Apr 29, 2016

User Story : US-26 As a game, I want to run game logic and properly deal with different kinds of collision, so that the walls/bullets and tanks could be properly restricted

Estimated	01:00				
ES	01:00				
EL	00:00				

TK-31 — Tongyu

Create a side bar for on each stage and include different information

Due Date : Apr 26, 2016

User Story : US-25 As a side bar, I want to show the extra lives of the player, the remaining enemies of the stage and the current stage of the game, so that the player could play wisely

Estimated	03:00				
ES	03:15				
EL	00:00				

TK-30 — Tongyu

Create main menu for the game

Due Date : Apr 23, 2016

User Story : US-24 As a Menu, I want to be a guide to the player so that the player could enter the game easily

Estimated	02:30				
ES	03:00				
EL	00:00				

TK-22 — Tongyu

Load different stages to the game

Due Date : Apr 28, 2016

User Story : US-22 As a map, I want to be updated at different stages, so that the game could be interesting

Estimated	02:15				
ES	03:00				
EL	00:00				

TK-21 — Peter

Add sound to proper events of the game

Due Date : Apr 29, 2016

User Story : US-21 As a player, I want to listen to different sounds for the game so that I would not be bored

Estimated	02:30				
ES	02:45				
EL	00:00				

TK-49

PU
Peter

Fix problem that sometimes the sound plays twice

Due Date : Apr 29, 2016

User Story : US-21 As a player, I want to listen to different sounds for the game so that I would not be bored

Estimated	01:30				
ES	01:30				
EL	00:00				

TK-19

PU
Peter

Create GameOver class for the game

Due Date : Apr 27, 2016

User Story : US-20 As a player, I want to know if I win, so that I could know how well I play the game

Estimated	01:30				
ES	02:30				
EL	00:00				

TK-18

HG
Hung

Create basic Tank AI class

Due Date : Apr 26, 2016

User Story : US-19 As a enemy, I want to create some difficulties to the player the game will be more interesting

Estimated	04:00				
ES	06:00				
EL	00:00				

TK-17

AB
Adrian

Add animations to different sprite class

Due Date : Apr 25, 2016

User Story : US-18 As a player, I want to see animations for the game so that I could enjoy the game more.

Estimated	00:30				
ES	00:45				
EL	00:00				

TK-16

TY
Tongyu

Create ScoreBoad for the game

Due Date : Apr 29, 2016

User Story : US-17 As a player, I want to know what my score is so that I could improve it next time

Estimated	02:30				
ES	04:00				
EL	00:00				

Printable Tasks & Issue

Sprint Name   Phase 3: Debug, finalize and finish documentations

Days Left   Completed

TK-51					TY Tongyu

Add readme.txt

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	00:30				
ES	00:20				
EL	00:00				

TK-52					TY Tongyu

Add UserManual.pdf

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	02:30				
ES	02:30				
EL	00:00				

TK-53					PU Peter

Add DesignManul.pdf

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	03:00				
ES	04:30				
EL	00:00				

TK-54					AB Adrian

Update UML diagrams

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	04:00				
ES	04:30				
EL	00:00				

TK-55

HG
Hung

Add different JUnit tests

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	01:30				
ES	01:00				
EL	00:00				

TK-56

TY
Tongyu

Add UserStories.pdf

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	00:15				
ES	00:15				
EL	00:00				

TK-57

PU
Peter

Create Presentation.ppt

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	02:00				
ES	02:00				
EL	00:00				

TK-58

PU
Peter

Update and finish ProductBacklog.pdf

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	02:30				
ES	01:00				
EL	00:00				

TK-59

TY
Tongyu

Update and finish UseCase.pdf

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	01:00				
ES	00:30				
EL	00:00				

TK-60

HG
Hung

Update and finalize CRC cards

Due Date : May 2, 2016

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	01:00				
ES	00:45				
EL	00:00				

TK-61

TY
Tongyu

Add JUnit test for the map

Due Date : Not Defined

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	01:00				
ES	02:00				
EL	00:00				

TK-62

AB
Adrian

Add JUnit tests for CollisionUtility class

Due Date : Not Defined

User Story : US-23 As a player, I want to have the instructions of the game so that I could know how to play the game

Estimated	02:00				
ES	02:00				
EL	00:00				