

Desperate House Pi

by Team Desperate House Pi

Sprint: 1

Sprint Completion Date: 10/18/2013

Revision: 1

Revision Date: 10/9/2013

High Level Goals:

By the end of the first sprint we would like to have an interface in order to interact with the personality, "crust", object. We would also like to be able to have a crust be manipulable according to a user's wishes through some form of interface.

Tasks:

- User Story 1: As an owner I want to have personalities in the product so that there is something to interact with in the product
 - Task 1
 - Description: Create a crust object to be interacted with and stored on file
 - Time Estimate: 6 hours
 - Task 2
 - Description: Create an API for getting and setting variables for the object
 - Time Estimate: 3 hours
 - Task 3
 - Description: Create a command line tool for initial object creation and manipulation
 - Time Estimate: 4 hours
 - Total for User Story 1: 13 hours
- User Story 2: As a developer I want to have a flexible code structure so that I can adapt to spontaneous changes that arise throughout development
 - Task 1
 - Description: Re-read code to make sure that it is as generic as possible
 - Time Estimate: 2 hours
 - Task 2
 - Description: Create any infrastructure to support generic objects if the scaffolding isn't there
 - Time Estimate: 2 hours
 - Task 3
 - Description: Make sure that everything that can be split into separate files or functions is
 - Time Estimate: 1 hour
 - Total for User Story 2: 5 hours

- User Story 3: As a user I want to manage my crust so that I have control over my game
 - Task 1
 - Description: Create process for editing the crust manually
 - Time Estimate: 2 hours
 - Task 2
 - Description: Create process for editing the crust randomly
 - Time Estimate: 1 hour
 - Total for User Story 3: 3 hours
- User Story 4: As a user I want to view what my crust does in a log so that I can see what it has been up to
 - Task 1
 - Description: Create a log and store all actions the crust does via an API function
 - Time Estimate: 1 hour
 - Total for User Story 4: 1 hour
- User Story 5: As an owner I want the crusts to have needs so that the game is more challenging
 - Task 1
 - Description: Create a set of needs for the crust to have
 - Time Estimate: 3 hours
 - Task 2
 - Description: Create an interface on the command line for using the needs API
 - Time Estimate: 1 hour
 - Task 3
 - Description: Create objects that can satisfy needs
 - Time Estimate: 3 hours
 - Task 4
 - Description: Create an API for interacting with these need-filling objects
 - Time Estimate: 1 hour
 - Total for User Story 5: 8 hours
- User Story 6: As a user I want to not have to worry about my crust's needs so that I don't have to worry about it dying
 - Task 1
 - Description: Create a system for crusts to check on and evaluate it's needs
 - Time Estimate: 4 hours
 - Task 2
 - Description: Have crusts determine what it needs and take those actions
 - Time Estimate: 3 hours
 - Total for User Story 6: 7 hours
- User Story 7: As an owner I want users to be able to put in their personalities so that they can have hypothetical interactions with other crusts

- Task 1
 - Description: Study the 16-PF Test
 - Time Estimate: 1 hour
- Task 2
 - Description: Create a test for users to insert their personality into the game
 - Time Estimate: 1 hour
- Total for User Story 7: 2 hours

Team Roles:

- Michael Jackson : SCRUM Master, Owner
- Anthony Casaretto : SCRUM Master
- Brad Brauner : General Developer
- Hon Loong Ho : Java Review Expert
- Luke Eisenberg : Needs-Based AI Programmer
- Mark Serrano : Needs-Based AI Programmer

Initial Task Assignment:

- Michael Jackson
 - User Story: 1
 - Task: 1, 3
- Anthony Casaretto
 - User Story: 1
 - Task: 1, 3
- Brad Brauner
 - User Story: 4
 - Task: 1
- Hon Loong Ho
 - User Story: 2
 - Task: 1, 3
- Luke Eisenberg
 - User Story: 5 / 6
 - Task: 1, 2, 4 / 1
- Mark Serrano
 - User Story: 5 / 6
 - Task: 1, 2, 4 / 1

Initial Burndown Chart:

This is located in BE 316

Initial SCRUM Board:

This is located in BE 316

SCRUM Meeting Times:

MW 8:00pm - 8:15pm ; Thu 9:30am-9:45am; Michael will be attending Thursday 9:30am