

*Wing it!*

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**Team <PROJECT NAME> Sprint <SPRINT NUMBER> Planning Document**

# Sprint overview

## Overview

Mostly working on getting the base of the game to build off of.

## Scrum master

Zachary Loch

## Scrum meeting times

2/24/2020, 11:30 -11:45

## Risks/Challenges

Several members’ tasks’ completion are dependent on another member’s tasks’ completion, hence the placeholder sprites for testing purposes.

# Current sprint detail

## User story

As a user, I want to be able to move around as my character.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Main Character Programming | 3 hour | John |
| Placeholder Sprites for testing purposes | 1.5 hours | Zach |
| Finalized sprites for main character | 5 hours | Zach |
| General map design | 4 hours | Brad |

### Acceptance criteria

If the above is implemented correctly, the player should be able to manipulate the player character to move around, including running and jumping.

## User story

As a user, I want to be able to defeat enemies and have a populated level.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Basic enemy programming | 3-4 hours | John |
| Sprites for one basic enemy | 3 hours | Zach |

## User story

The user should be able to hear the sounds made by the things in the game

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Acquire sound assets for the chicken as well as menu noises, and attack noises. | 5 hours | Brad |
| General outline of a story to drive the game | 3 hours | Brad |

### Acceptance criteria

If this is successful the user will be able to hear different sound effects in the game when the specific action is triggered.

## User story

The user should be able to enjoy a meaningful story to propel the gameplay.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| General outline of a story to drive the game | 3 hours | Brad |

### Acceptance criteria

If this is successful the user will be able to follow along with the plot of the PC as the game progresses.

## User story

As a user, I should be able to save my progress.

### Tasks

|  |  |  |
| --- | --- | --- |
| Task description | Estimated time | Owner |
| Save System | 5 hours | John |

### Acceptance criteria

If this is successful the user will be able to pick up where they left off with all their valuables and health in tact as they left them.