**Team B4:**

Kevin Couillard, Christelle Flores, Loki Simeon, Caprice Williams

September 29, 2020

**Scrum Cycle 1 Work Plan**

Monday September 28, 2020 - Friday October 9, 2020

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| **Items** | **Work Units** | **Team Member(s)** | **Time Estimated** | **Time Logged** | **Status (Not Started/In Progress/Completed)** | **Due Date** |
| Setting Boundaries | 1. Locate the map editor package 2. Develop an understanding of the ChangeMapSizeWindow class and implement a method that establishes boundaries. 3. Test the code. | Loki | 2 Hrs |  | Not Started | 10/7/20 |
| Instructions | 1. Locate the main menu screen. 2. Write code for an instructions button based on the credit button. 3. Test the code. | Christelle | 1 Hrs |  | Not Started | 10/2/20 |
| More Levels | 1. Locate the level package. 2. Understand the code of how a level is created. 3. Duplicate the level package, creating a new package for each level, taking into account each previous level’s attributes. 4. Modify each package. 5. Test the new code. | Kevin  Loki  Caprice  Christelle | 24 Hrs |  | Not Started | 12/4/20 |
| WASD keys | 1. Locate code implementing arrow key actions. 2. Add an or statement including the WASD keys in the same action as their respective arrow keys. 3. Test the new code. | Kevin | .5 Hrs |  | Not Started | 10/2/20 |
| Main Menu Mouse | 1. Locate the main menu screen. 2. Locate the option for selection 3. Write code that enables the mouse. 4. Test the code. | Caprice | 3 Hrs |  | Not Started | 10/7/20 |
|  |  | **TOTAL** | **30.5 Hrs** | **Hrs** |  |  |