

Sprint Two Plan: Chess, Spassky Squad, Sprint End: Feb 21, 2018

Ver. 1

Goal of Sprint 2:

The goals of our second sprint to to integrate the chess models with the chess game, create a UI for the user to interact with, and add more aesthetic features to the game (background models).

Tasks to be Competed:

Story 1) As the software tester, I want the models to be integrated with the game so i can begin testing the core mechanics of the game.

- Creating a module that manages the models and game states (10 Hours)

Total hours: 10

Story 2) As the player, I want the game to stop me from moving my piece into “check.”

- Creating a function that will check for “check” after every move (7 Hours)

Total hours: 7

Story 3) As a Player, I want a simple UI so I can navigate the game.

- Creating a functional main menu (4 Hours)
- Creating a functional in-game menu (4 Hours)

Total hours: 8

Story 4) As a player, I want background assets to make the game look nicer.

- Learning the basics of Maya, Autodesk, or Blender (3 hours)
- Creating the background stadium (3 Hours)
- Creating sky box (3 Hours)
- Creating chess piece highlight module (4 Hours)

Total hours: 13

Story 5) As a developer, I want to create a player controller class that will handle all user input.

- Creating the module to handle user input (4 hours)

Total hours: 4

Overall Total Hours: 42

Team rolls:

Arom DeGraca: Product Owner

Austin Harmon: Developer

Ari Berkson: Developer, Scrum Master (Beginning of Sprint)

Edgar Mota: 3D Modeler

Akobir Khamidov: UI Designer

Leena Kahlon: Developer

Initial Tasks:

Arom DeGraca: Story 1, game management module

Leena Kahlon: Story 1, game management module.

Austin Harmon: Story 2, in “check” functions.

Ari Berkson: Story 4, highlighting specific pieces.

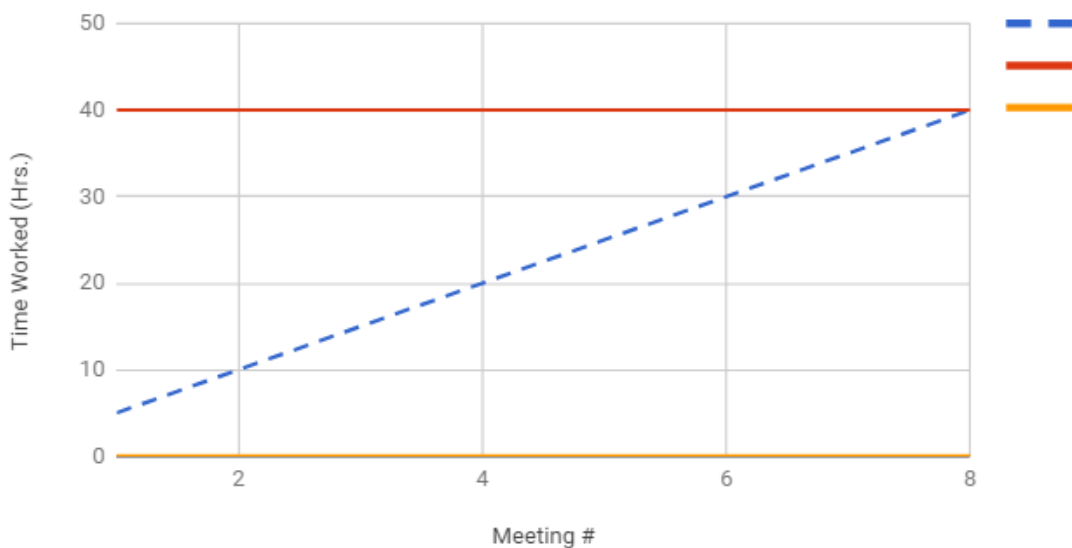
Edgar Mota: Story 4, modeling.

Akobir Khamidov: Story 3, Main menu design.

Initial Burnup Chart:

Burn Up Chart

Sprint 2 (Spassky Squad) Room jb316



Scrum Meeting Times:

Room JB 316

Mondays: 3:30

Wednesday: 4:30 (Meeting W/TA)

Friday: 3:30