Sprint One Plan: Chess, Spassky Squad, Sprint End: Feb 2, 2018, Ver. 1

Goal of Sprint 1:

The goal of our first sprint is to have a simple, functioning game of chess. We aim to have pieces that can be represented on the board, and hopefully moved by the player to valid squares.

Tasks to be Completed:

Story 1) As a developer, I need to learn unity/c# to be a productive member of the team.

- Get a good understanding of Unity/c# (3 hours per member)

Total hours: 15 combined hours

Story 2) As a player, I want the pieces to move differently, so I can play a real game of chess.

- Rules for knight, queen and king (4 hours)
- Rules for rook, pawn, and bishop (4 hours)
- Piece and piece position classes (2 hours)

Total hours: 10 hours

Story 3) As a developer, I want a game board so i can hold all the pieces that are in play

- Board class for storage (3 hours)

Total hours: 3 hours

Story 4) As a player, I want 3D models, so the game looks pleasing.

- Draw the pieces (4 hours)
- Draw the board (3 hours)

Total hours: 7 hours

Story 5) As a game developer, I want a game control module, so I can manage all the other game modules.

- Create board initialization functions(5 hours)
- Create game management functions (6 hours)

Total hours: 11 hours

Story 6) As a player, I want the 3D models to move, so the game is enjoyable to play.

- Implement model movement module. (5 hours)

Total hours: 5 hours

Team rolls:

Arom DeGraca: Product owner

Austin Harmon: Developer, Scrum Master(beginning of sprint)

Ari Berkson: 3D modeler, developer

Edgar Mota: Developer

Akobir Khamidov: Developer

Leena Kahlon: Developer

Initial tasks:

Arom DeGraca: Story 3, game management

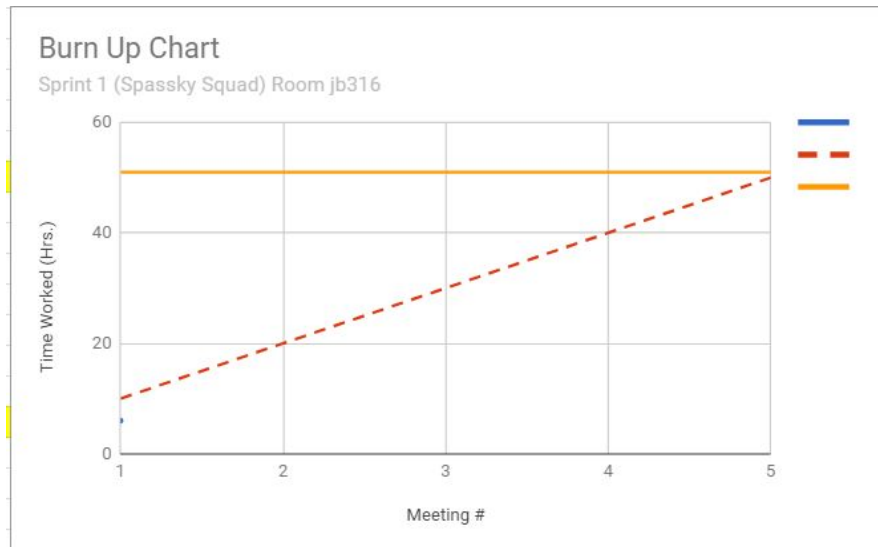Austin Harmon: Story 2, Piece and position class

Ari Berkson: Story 3, Board Model

Edgar Mota: Story 2, Rules for rook, pawn, bishop

Akobir Khamidov: Story 3, board class

Leena Kahlon: Story 5, Board initialization functions

Initial Burnup Chart:

Burn Up Chart

Sprint 1 (Spassky Squad) Room jb316

Scrum Meeting Times:

Mondays: 3:30

Wednesday: 4:30(Meeting W/ TA)

Friday: 3:30