Implementation Plan

Title: Implementation Plan for System TwitterNethack
2017-04-10

Authors And Author Contribution

Author Name	Social security number	Thinking	Writing
Markus Hederström	930712-0916	25%	25%
Kristoffer Danbrandt	880429-7490	25%	25%
Dag Wirström	931022-8177	25%	25%
Tommy Segerström	970401-5354	25%	25%

System Description

Nethack is an old game where you walk in a dungeon and explore. Each level has a different landscape which is generated randomly. The objective of the system we are going to develop is to make a similar game where the map is generated by Twitter feeds. The system shall also follow a list of requirements.

Prioritized List of Use Cases

Motivation for priorities:

We prioritized the use cases for the system according to.

- It an important part of the game
- The feature is an important part of the game design/idea
- The use case is connected to another use case
- Get an end to end as quick as possible to demo
- Influence core structure
- Involves risks
- Unknown areas that requires some studying

ID	Use Case Name	Priority
1	#1 - Player starts a new game	100
16	#16 - Enter new cave	100
21	#21 - Character movement	100

5	#5 - Player interacts with gear in his backpack	95
15	#15 - Item interaction	95
4	#4 - Player interacts with new item	90
17	#17 - Scan page for other timelines	85
2	#2 - Player joins an existing game	85
10	#10 - Enter chat room	80
9	#9 - Send chat message	80
6	#6 - Interact with character	70
8	#8 - Use default item action	70
11	#11 - Leave chat room	70
7	#7 - Drop an item	65
3	#3 - User sets up his player	60
12	#12 - Use item on another player	55
13	#13 - Give item from backpack to another player.	55
14	#14 - Use items default action on pickup	50
18	#18 - Falling rocks	45
20	#20 - Player dies	45
19	#19 - Falling rocks hit armor	35

Estimated Velocity Per Iteration

Each iteration has at most 80 points. Each point is worth one hour so 80 hours per sprint and one sprint lasts for 1 week.

Implementation Plan

First iteration: (80 story points)

Ues Case ID	Use Case Name	Story Points
1	Player starts a new game	15
15	Item interaction	15
20	Player dies	5
4	Player interacts with new item	10
5	Player interacts with gear in his backpack	10

16	Enter new cave	15
21	Character movement	10

Second iteration: (80 story points)

Use Case ID	Use Case Name	Story Points
2	Player joins an existing game	25
10	Enter chat room	10
11	Leave chat room	5
17	Scan page for other timelines	40

Third iteration: (80 story points)

Use Case ID	Use Case Name	Story Points
18	Falling rocks	20
19	Falling rocks with armor	10
8	Use default item action	10
14	Use items default action on pickup	10
9	Send chat message	20
6	Interact with character	10

Fourth iteration: (80 story points)

Use Case ID	Use Case Name	Story Points
3	User sets up his player	25
12	Use item on another player	30
13	Give item from backpack to another player	25