

Team 4 – Project 2

Sprint 1 Backlog, Time Estimation, and SCRUM Meetings

Members: Patrick Casey, Matt Hacker, and Megan Kerins

CSCE 315-501

FIRST SPRINT BACKLOG:

- Research Game: know how many pieces, possible moves, valid/invalid ones
- Get board interface to display
- Have pieces on board and an idea of the sort of method for moves.
- Ability to move pieces in some capacity (does not check that moves are valid or that it is a player's turn)
- Pretty much get the interface displayed, the functionality of the pieces in the window will come later.

Time Estimation Sprint 1:

Research and Info Gathering: 4-5 hours

Graphic board setup: 3 hours

Placing game pieces: 3 hours

Functionality: 3 hours

Meeting Plan:

The members in our team have varying schedules where there may be a class on Thursday, there might not kind of deal; but we *will* meet the required amount of time. These are the days available for us:

MEETING TIMES AVAILABLE::

Thursday: either 2-4 or 5-whenever >>(if Megan has no class from 6-9, she can join)

Friday: 4 – whenever

Weekends: Random, but free most Saturdays and Sunday afternoons – before 5.

At the start of each week the meeting days will be determined.