# The Scrum Master

This document outlines the story, script and progression of the game. It has no details regarding code. It contains a script of the game that will only include what story related NPC's will say. The NPC's that don't help directly in the story will have what they say listed below. The game will be broken down into phases. The phases don't need to be done in order. Once a dungeon is beat, the phase is complete and all NPC's will change what they say to reflect that.

## Start of Game

The game starts with Lady Java in the center of campus. She has a text box appear below her stating that she needs to find her three other team member and scrum master so they can hold a scum meeting. This will be the only thing the main character says.

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|  | **Lady J:** Oh no, we need to hold our scrum meeting but I can't find our scrum master, plus my team members: Tech-Man, See Hash and The Oracle. I must find them, and soon. That girl at the PC repair center might be able to help, she is smart. |

## Phase 1

Lady Java will travel to the building with the P.C. on it. She will talk to NPC Amy.

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|  | **Amy:** Hi, I am Amy; I worked with Tech-Man yesterday. He told me he was going over to the lake to relax, but I have yet to see him. Try asking around over there. |

Lady Java will travel to the lake. There will be two people standing near it (NPC Han and Alison).

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|  | **Alison:** I have seen a man dragged into the water by monsters. |
|  | **Han:** It is said, if you jump into the water at the right place you will enter a dungeon of evil. |

Lady Java can jump into a certain square of water to enter the dungeon. She must to trial and error. After beating the dungeon Lady Java will be in a small room and talk to Tech-Man.

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|  | **Tech-Man:** I am Tech-Man, thank you for saving me Lady Java. I will be at the campus square if you need me. |

* All phase 1 NPC text changes (see below).
* Dungeon is sealed, lake entrance is returned to normal.
* Tech-Man appears near where Lady Java was originally
* Lady Java appears to her starting position.
* Phase 1 Complete

## Phase 2

NPC Chaz is standing blocking the entrance to the mart.

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|  | **Chaz:** The store is closed. The clerk See Hash should be on duty, I hope he didn't go to the gym when he should be working. |

Lady Java goes to the Gym and talks to people

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|  | **Hugh:** Here at the Gym we practice Extreme Programming, coding while working out.  See Hash? Yeah I saw him here. |
|  | **Anna:** See Hash? I saw him go into the basement for some reason. |
|  | **Josh:** The basement is very dangerous. |

Lady Java enters the basement and completes the dungeon. Once the boss is beat she talks to See Hash.

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|  | **See Hash:** Thank you for saving me, I was trapped down here. I will see you at the campus square so we can hold our scrum meeting. |

* All phase 2 NPC text changes (see below).
* Dungeon is sealed.
* See Hash appears near where Lady Java was originally
* Lady Java appears to her starting position.
* Phase 2 complete

## Phase 3

This is the hardest phase as it has little clues. Lady Java must talk to NPC Shir in a classroom. She must be talked to three times before she will tell you anything

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|  | **Shir:** Go away I need to study!!!  **Shir:** I don't know where your friends are! Go away.  **Shir:** Ok, I tied up The Oracle in a tree cavern in the south east corner of campus. She would not let me study. |

Lady Java must enter a tree similar to how she entered the phase 1 dungeon. At the bottom she will find The Oracle tried up.

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|  | **The Oracle:** Thank you for saving me, I will meet you at the campus square for our scrum meeting. |

* All phase 3 NPC text changes (see below).
* Dungeon is sealed.
* The Oracle appears near where Lady Java was originally
* Lady Java appears to her starting position.
* Phase 3 complete

## Final Phase (Phase 4)

Once phases 1 - 3 are finished the center of the square changes from what is was to a stair case. Each of the three team member automatically speak to Lady Java from where they are.

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|  | **Tech-Man:** The scrum master is calling; please go down and save him. |
|  | **See Hash:** Use your strength, you can do it. |
|  | **Demi:** Our scrum can never be without our scrum master. |

Lady Java can go down into the dungeon or wait if she wants. Once the dungeon is complete she can talk to the scum master.

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|  | **Scrum Master:** Hello Lady Java, you have proven yourself by rescuing us all. Now we can hold our scrum meeting. But keep in mind; I only moderate the scrum meeting. It is the responsibility of all the team members for completing their work for the sake agile development. |

The End screen shows, credits role.

# Unimportant NPC speech

After their phases are complete, these NPCs will return to the below states.

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|  | **Amy:** Thank you for finding Tech-Man! |
|  | **Alison:** The scrum master makes sure the team follows the values and practices of scum. |
|  | **Han:** Scrum masters make sure team members don't over commit themselves. |
|  | **Chaz:** Hey, now the door says "At scrum meeting, back in 15 minutes". |
|  | **Hugh:** I'm joking; Extreme Programming does not involve working out. |
|  | **Anna:** How can a scrum master be both a servant and a leader? |
|  | **Josh:** Do you even code? |
|  | **Shir:** I'm sorry.... |
|  | **Tech-Man:** The scum master has no authority over the team members, but he does over the process. |
|  | **See Hash:** The scrum master is like a trainer; he keeps us in check, but also motivates us. |
|  | **The Oracle:** A sprint is an iteration of work; scum development is composed of many of these. |

Other NPC that are not story related or will not change in status.

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|  | **Rolf:** The scrum master enforces the rules of scrum. |
|  | **Rudo:** A sprint is between one week and one month. I prefer two weeks. |
|  | **Rune:** Scrum is the meaning of life. Well… not that important, but important for efficient development. |
|  | **Rika:** Scrum should be held every day. |
|  | **Kyra:** A girl with green hair threatened to tie me up if I kept bothering her. |