

Implementation Plan for System TwitterNethack

Assignment in the course PA1415 Software Design

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System Description

Our interpretation of the assignment is to plan a game that fulfill the minimum requirements of the customer. We want players that are happy with the experience of the game. Everything we promise should be realized. We want a well documented and planned project so it is easy to maintain.

Prioritised List of Use Cases

We give high priority to the base of the game so we quickly can get something to actually showcase to a customer in early stages so they can see a progress. We also prioritize building stones that are needed for other use cases and the cost per reward.

Use Cases	Story Points
Offline map generation	14
Start new game	4
Character creation	2
Move character	2
Attack other character	6
Move character	2
Attack other character	6
Pick up item	6
Drop item	2
Equip item	8
Use item	10
Consume item	6
Examine item	2
Interact with character	12
Twitter map generation	10
Join multiplayer game	22

Estimated Velocity Per Iteration

Min: 12

Max:30

Average:21

Implementation Plan

If we figure one iteration is two weeks, with an average speed of about 21 story points per iteration and we think this is a reasonable pace to keep to finish the game in about five iteration or about 10 weeks.

First iteration	
Offline map generation	14
Start new game	4
Character creation	2
Move character	2
Pick up item	6
Second iteration	
Drop item	2
Equip item	8
Attack other character	6
Consume item	6
Third iteration	
Use item	10
Examine item	2
Twitter map generation	10
Fourth iteration	
Interact with character	12
Bug fixes	
Move character	2
Attack other character	6
Fifth iteration	
Join multiplayer game	22