

Goal for Sprint

During this Sprint, our main goal is to finalize the basic game mechanics and graphics. These include a fully functioning gridded Map comprised of Tiles that can either be accessed or provide an Obstacle, a Player entity that can move through the map and has the ability to pick up and interact with Items, and a basic Enemy that can attack and be attacked by the Player.

Tasks

- *User story 1* - As a user, I want to see the player character on the screen with aesthetic graphics, with the capacity to change said graphics based on certain interactions because one of the high level goals is to have interactive graphics.
 - Task 1 - Finalize Map class (4 hours) [Marga]
 - Task 2 - Further develop Player and Map classes to allow for interaction (3 hours) [Marga]
 - Task 3 - Create a visual representation of Tiles the Player can move to and Enemies it can attack from its location (3 hours) [Marga]

Total effort for User Story 1: 10 hours

- *User Story 2* - As a user, I want my player character to be able to interact with the map and its objects, such as being restricted from traveling on water/mountain tiles so that the game experience is more immersive and interactive.
 - Task 1 - Decide on art for each class (1 hour) [Ian]
 - Tiles: Grass, Water, Lava, Path
 - Items: Weapon, Shield, Potion
 - Actors: Player, Enemy
 - Task 2 - Design sprites (8 hours) [Ian]
 - Task 3 - Implement sprites into our Player, Item, and Tile classes (3 hours) [Ian]

Total effort for User Story 2: 12 hours

- *User story 3* - As a user, I want to have a fully functional combat game state where all decisions made by the character will work as desired in fighting the enemy because functioning combat mechanics would bring an enjoyable experience to me.
 - Task 1 - Finish coding Item class (2 hours) [Khang]
 - Task 2 - Have the player be able to pick up Items (4 hours) [Khang]
 - Task 3 - Have the player be able to “use” Items (4 hours) [Khang]

Total effort for User Story 3: 10 hours

- *User story 4* - As a user, I want to see some kind of artificial intelligence for enemies so that interactions are more interesting because challenging combat encounters make for an enjoyable gaming experience.
 - Task 1 - Create and test Enemy class with Player interactions (2 hours)
[Thomas]
 - Task 2 - Develop at least 2 non-random maps with obstacle Tiles, Items, and Actors (3 hours)
[Joe]
 - Task 3 - Procedurally generate one map (even if it is very basic). (3 hours) [Joe]

Total effort for User Story 4: 8 hours

Team Roles

Khang (Product Owner)

Marga (Scrum Master)

Thomas (Team Member)

Zhizhou (Team Member)

Ian (Team Member)

Initial Task Assignments

Khang: User Story 3, Task 1

Zhizhou: User Story 4, Task 2

Thomas: User Story 4, Task 1

Marga: User Story 1, Task 1

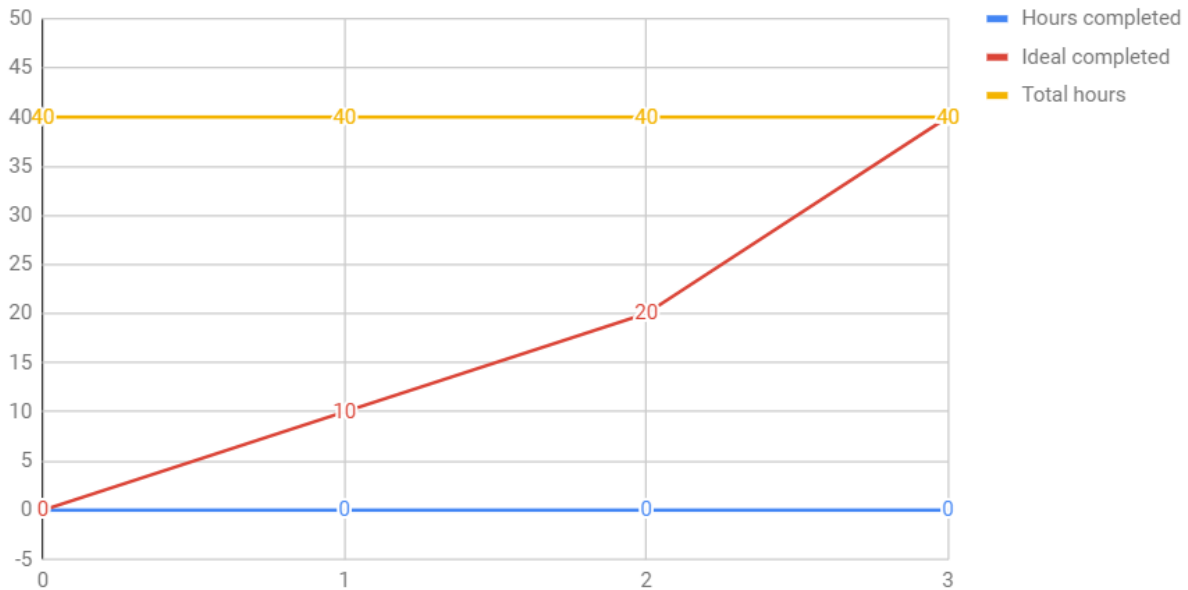
Ian: User Story 2, Task 1

Scrum Board

| User Story | To Do | In Progress | Done | Comments |
|--------------|---------------------------------|-------------|------|----------|
| User Story 1 | Task 1 - Marga | | | |
| | Task 2 - Marga | | | |
| | Task 3 - Marga | | | |
| User Story 2 | Task 1 - Ian | | | |
| | Task 2 - Ian | | | |
| | Task 3 - Ian (item needs doing) | | | |
| User Story 3 | Task 1 - Khang | | | |
| | Task 2 - Khang | | | |

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|--------------|-----------------|--|--|--|
| | Task 3 - Khang | | | |
| User Story 4 | Task 1 - Thomas | | | |
| | Task 2 - Joe | | | |
| | Task 3 - Joe | | | |

Initial Burnup Chart



Scrum Times

| | | | |
|-------------|-----------------|--------------|----------------------------------|
| 0. Tue 7/10 | 11:30am-12:00pm | TA meeting | First Sprint meeting: Plan due |
| | 12:00pm-1:30pm | Team meeting | |
| 1. Thu 7/12 | 11:30am-12:00pm | TA meeting | |
| | 12:00pm-1:30pm | Team meeting | |
| 2. Fri 7/13 | 10:30am-12:00pm | Team meeting | |
| 3. Tue 7/17 | 11:30am-12:00pm | TA meeting | |
| | | | Final Sprint meeting: Report Due |