

Goal for Sprint

Finalize the set of tools/programs we'll be using, figure out the basic game logic and systems, and figure out how to create a game environment

Sprint 1 {Figuring out app creation and graphics implementation}

- *User story 1* - As a user, I want to see a finalized plan of the game logic and systems, such as: leveling system, and combat mechanics so that I can see what kind of game this project would be.
 - Task 1 - Brainstorm what kind of leveling system/player class I want to implement (2 hours)
 - Task 2 - Figure out combat interactions ie. health, damage, etc. (1 hour)
 - Task 3 - Determine how an items system would work (2 hours)
 - Task 4 - Determine the necessary tools to program above tasks (1 hour)
 - Task 5 - Familiarize ourselves w/ the widget system on android studio (2 hours)
- *User story 2* - As a user, I want be able to download an app that has a basic menu with buttons that will change the game state when pressed so that I am able to navigate different aspects of the game.
 - Task 1 - Determine the interface style I want to implement (1 hour)
 - Task 2 - Have sketches/mock-ups of the UI (2 hours)
 - Task 3 - Determine the necessary tools to program above tasks (1 hour)
- *User story 3* - As a user, I want to see tiles on a map so that I can experience a feel for the game and the new environment at an early point in time.
 - Task 1 - Figure out how to integrate graphics with the map (2 hours)
 - Task 2 - Determine the map/tile style (1 hour)
 - Task 3 - Determine the necessary tools to program above tasks (1 hour)

Team roles: Ian Feekes (Scrum Master), Marga Fernandez (Team Member #1), Zhizhou Jiang (Team Member #2), Khang Tran (Product Owner), Thomas Zhen (Team Member #3)

- Khang - User Story 1 task 3 (items system)
- Thomas - User Story 1 task 2 (health system)
- Marga - User Story 1 task 1 (player, leveling system)
- Zhizhou - User Story 2 task 1-2 (main menu, UI)
- Ian - User Story 3 task 1-3 (Map generation)

Initial task assignment:

- Khang - Create items classes and subclasses
- Thomas -

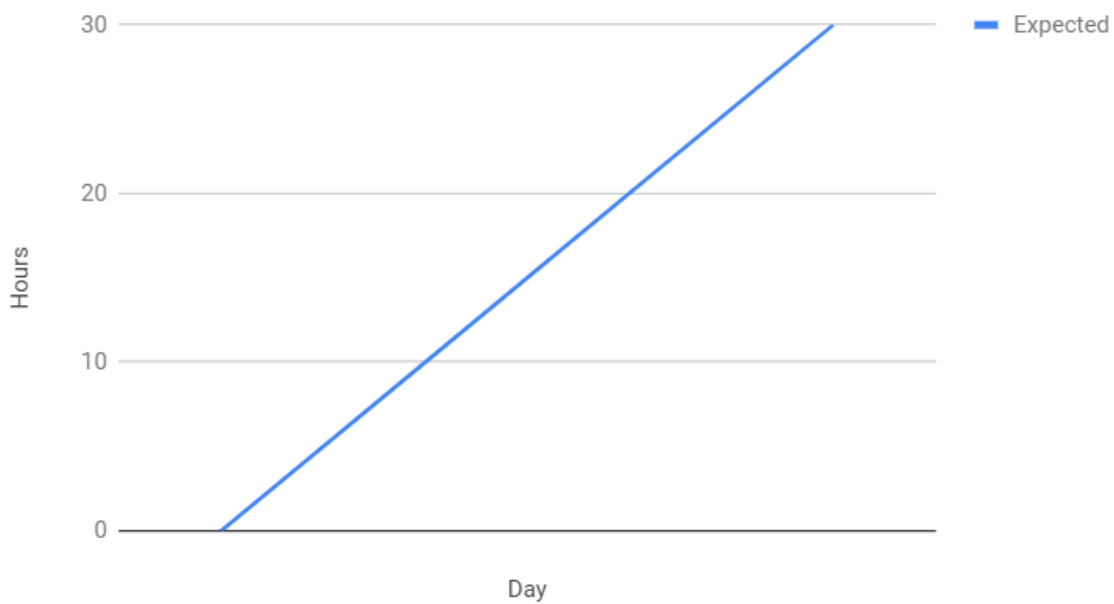
- Marga - Create basic player structure for testing
- Zhizhou -
- Ian -

Scrum Board:

User Story	To Do	In Progress	Done	Comments
User Story 1	Task 1 - Marga			
	Task 2 - Thomas			
	Task 3 - Khang			
	Task 4			
	Task 5 - Everyone			
User Story 2	Task 1 - Joe			
	Task 2 - Joe			
	Task 3			
User Story 3	Task 1 - Ian			
	Task 2 - Ian			
	Task 3 - Ian			

Initial Burnup Chart:

Burnup Chart



Scrum Times:

Sprint 1 Plan

Battle for Westeros - Wildfire Studios

Tue 7/3/18

Revision #3: 7/26

0. Tue 7/3	11:30am-12:00pm	TA meeting	First Sprint meeting: Plan due
	12:00pm-1:30pm	Team meeting	
1. Thu 7/5	11:30am-12:00pm	TA meeting	Final Sprint meeting: Report Due
	12:00pm-1:30pm	Team meeting	
2. Fri 7/6	10:30am-12:00pm	Team meeting	
3. Tue 7/10	11:30am-12:00pm	TA meeting	