

Goals for Sprint

During this sprint, our goal is to finalize the combat system, implement it with the finished map/tile system, integrate it with player and item systems. We would also like to polish the game by improving graphics/animations and adding a “story” (some kind of linear progress).

Tasks

- *User Story 1* - As a user, I want to see excellent and consistent documentation so that bugs and issues will be easier to resolve.

- Task 1 - Document all classes (2 hours) [Marga]
- Task 2 - Combine new code and documentation to ensure everyone has the updated code (4 hours) [Marga]

Total hours: 6

- *User Story 2* - As a user, I want a finished combat system that's implemented with the player and item classes so that I have an actual game to play.

- Task 1 - Finalize combat mechanics: (1)when the Enemy is dead, then the Player has the option to move on to that Tile; (2)enemy will be attacked after the Player attacks; (3)Enemy will attack if the Player is on the adjacent tile... (3 hours) [Thomas]
- Task 2 - Add graphics to show Actor health (2 hours) [Ian]
- Task 3 - Implement Item system with Player class and combat so that the Player can be equipped with the Item and can use it when needed (4 hours) [Khang/Thomas]
- Task 4 - Change the Item system so that items are unlocked as the player levels up (2 hours) [Khang]
- Task 5 - Integrate Actor animations into combat (2 hours) [Ian]

Total hours: 13

- *User Story 3* - As a user, I want the game to be turn-based so that the enemies play after I make a move.

- Task 1 - Update GamePanel to run on turns rather than time (3 hours) [Marga]
- Task 2 - Allow each Actor on their turn to move, then attack; or simply attack without moving (3 hours) [Marga]

Total hours: 6

- *User Story 4* - As a user, I want to design a basic game story comprising levels, each with multiple map screens so that the game is aesthetic and entertaining to me.

- Task 1 - Design more tiles(4 hours) [Ian/Joe]

- Task 2 - Create level files that can be taken in as parameters by MapManager to arrange Tiles and Actors according to the level being played (5 hours) [Joe]
- Task 3 - Design beginning and end cinematics to create more division within story and between levels(4 hours)[Ian]

Total hours: 13

- *User Story 5* - As a user, I want each level to have a larger area so that the game feels more immersive.
 - Task 1 - Create arrow Tile that can be selected when the player is on it (1 hours) [Marga]
 - Task 2 - Implement arrow Tile interaction so that if user clicks it, the Player is moved to the next level screen (3 hours) [Joe]

Total hours: 4

Team Roles

Khang (Product Owner)

Marga (Team Member)

Thomas (Team Member)

Zhizhou (Scrum Master)

Ian (Team Member)

Initial Task Assignments

Document all classes [Marga]

Finalize combat mechanics [Thomas]

Finish Items system [Khang]

Add health bar [Ian]

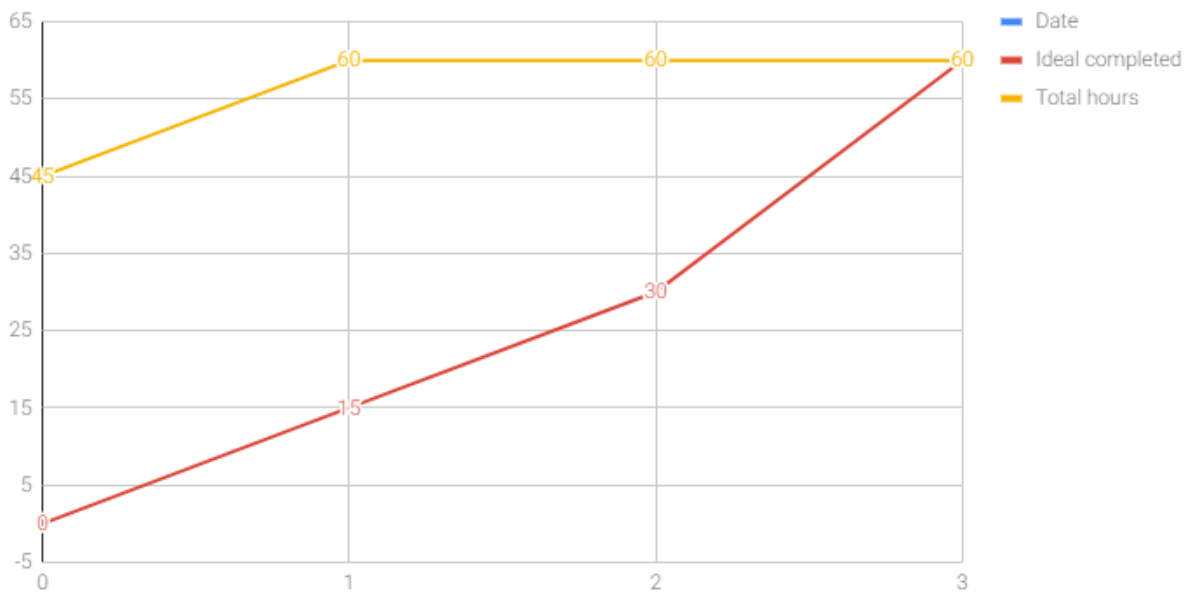
Design more tiles [Joe]

Initial Scrum Board

User Story	To Do	In Progress	Done	Notes
User Story 1	Task 1 - Marga			
	Task 2 - Marga			
User Story 2	Task 1 - Thomas			
	Task 2 - Ian			
	Task 3 - Khang/Thomas			
	Task 4 - Khang			
	Task 5 - Ian			

User Story 3	Task 1 - Marga			
	Task 2 - Marga			
User Story 4	Task 1 - Ian/Joe			
	Task 2 - Joe			
	Task 3 - Ian			
User Story 5	Task 1 - Marga			
	Task 2 - Joe			

Initial Burnup Chart



Scrum Times

0. Tue 7/17	11:30am-12:00pm	TA meeting	Third Sprint meeting: Plan due
	12:00pm-1:30pm	Team meeting	
1. Thu 7/19	11:30am-12:00pm	TA meeting	
	12:00pm-1:30pm	Team meeting	
2. Fri 7/20	10:30am-12:00pm	Team meeting	
3. Tue 7/24	11:30am-12:00pm	TA meeting	Final Sprint meeting: Report Due