

Sprint 1 Plan
Team Elephant: Project Elephant
Sprint Duration: 10/7/13 - 10/24/13
Revision 1, Revised 10/8/13

Goals:

- Familiarize ourselves with Unity.

Total hours: 8.5

User Stories:

1. As a programmer, I need to familiarize myself with Unity so that I know how to use the Unity editors and how to do basic scripting. (8 Story Points)
 - Install Unity version 4.1.3. (.5 Work hours)
 - Place objects in scene and manipulate at least two parameters (position, rotation, color, etc.) using the editor and scene. (6 Work hours)
 - Make a script that manipulates parameters of objects in scene. (2 Work hours)

Total hours: 8.5

Team Roles:

Austin: Developer

Carolynn: Developer, Scrum Master

Ignacio: Developer

James: Developer

Joseph: Developer

Rene: Developer, Scrum Master

*Note: Julian, Michael, and Nancy from Tanzle are Product Owners.

Initial Task Assignment:

Austin: All

Carolynn: All

Ignacio: All

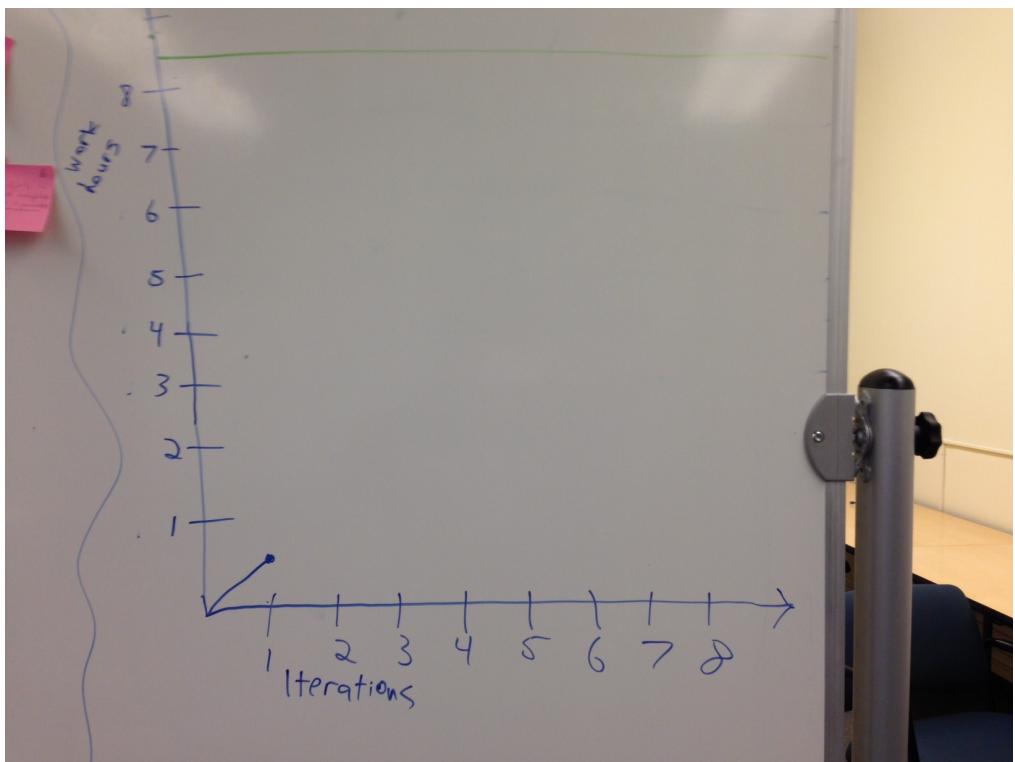
James: All

Joseph: All

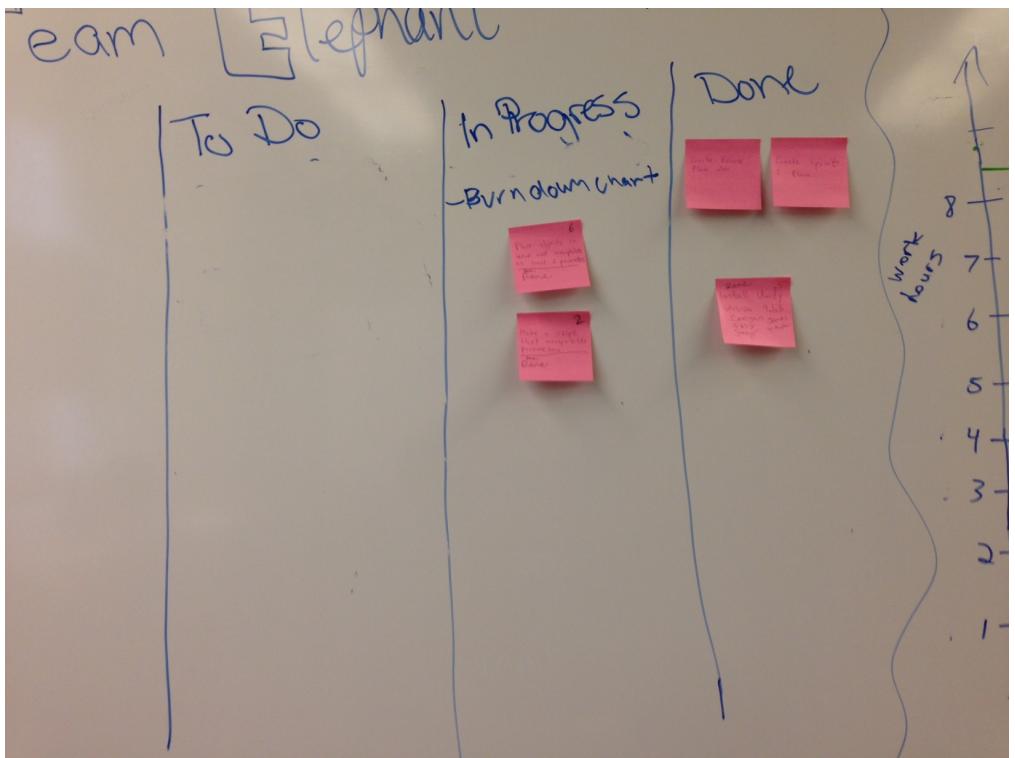
Rene: All

*Note: for this sprint, everyone is assigned all tasks.

Initial Burndown Chart:



Initial Scrum Board:



Scrum Times:

1. Monday 4 PM
2. Tuesdays Noon
3. Thursday Noon