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Startup Game

Create character

Take Turns

Finish Game

No custom

Name

Name,
abilities,
inventory

Do Nothing

Movement only, ignore bad moves

Exit command

Find the treasure

CLI

Web UI

Responsive App

Inventory, Monsters…

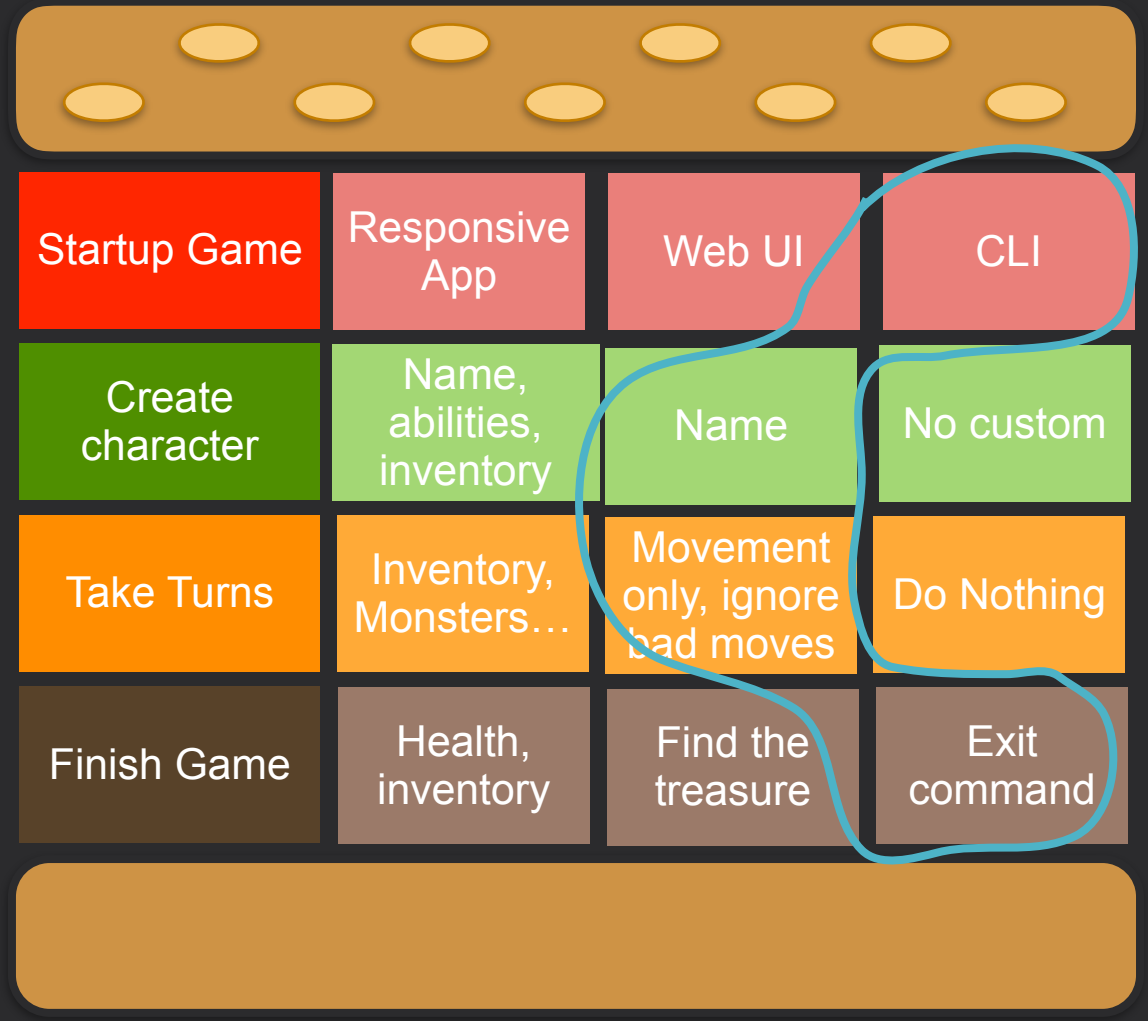
Health, inventory

CLI-based game where the player can give their character a name, with movement only (no inventory, monsters, etc), “bad moves” are ignored, where the game ends when the player gives an exit command.

Our shared split

Creating a minimum viable product increment

CLI-based game where the player can give their character a name, with movement only (no inventory, monsters, etc), “bad moves” are ignored, where the game ends when the player gives an exit command.



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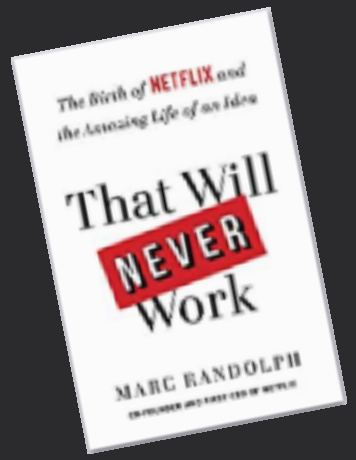
Story Splitting

Intellectual humility: Maximize the amount of work not done

> …there could be broken links, missing pictures, misspelled words, you name it. What mattered was the idea. If it was a bad idea, even more attention to detail in our test wasn't going to make it a good one…
>
> If people want what you have, they will break down your door, leap over broken links, and beg you for more.
>
> *-That Will Never Work by Marc Randolph*



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