

**Sprint 3 Plan:** Speed Hacker

**Team:** 1WPM (Jasper Yeh[PO], Joshua Shier[SM], Anisha Trivedi, Emilio Angeles)

**Sprint Completion Date:** May 22, 2018

**Revision #1**

**Revision Date:** May 8, 2018

### **Sprint 3 Goals:**

Our goals for this sprint is for the core gameplay loop to be completed. This includes having different text every game for the player to have a unique experience every game. We also want to show more statistics to the player.

### **User Stories and Tasks:**

1. As a tester, I want to be able to play through the entire game so I can record statistics.
  - a. Research on which statistics are most important for typing games and how to calculate them. (2)
  - b. Output statistics (CPM, WPM, mistakes made, accuracy, etc). (3)

Total for User Story 1: 6 hours

2. As a user, I want to be able to see my personal best words per minute so I can set personal goals.
  - a. Research on how to locally store data in Unity. (2)
  - b. Research on how to create a high score screen with usernames and scores. (2)
  - c. Creating the UI and scene for the High Scores. (3)

Total for User Story 2: 7 hours

3. As a user, I want be able to type out different strings of code every game so the experience is different every time.
  - a. Research on how to store a list of strings to be accessed by the canvas in Unity.  
(3)
  - b. Implement random output of strings to the canvas for players to type out. (3)

Total for User Story 3: 6 hours

#### **Team Roles:**

Jasper Yeh: Product Owner, UI/UX Developer

Joshua Shier: Scrum Master, Gameplay Developer

Emilio Angeles: Gameplay Developer

Anisha Trivedi: UI/UX Developer

#### **Initial Task Assignment:**

Jasper Yeh: 1a, 2a, 2b, 2c

Joshua Shier: 1b, 3a, 3b

Emilio Angeles: 1b, 3a, 3b

Anisha Trivedi: 1a, 2a, 2b, 2c

## **Initial Burnup Chart**

### **Scrum Times:**

Tuesday 10:15, Thursday 7:00PM, Saturday 12:00PM

