

Sprint 1 Plan: Speed Hacker

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

Sprint Completion Date: April 24, 2018

Revision #2

Revision Date: April 13, 2018

Sprint 1 Goals:

Our goal for this sprint is to get everyone more acquainted with Unity and to get basic input/display functionalities for our game with a basic user interface.

User Stories and Tasks:

1. As a user, I want to type characters using my keyboard and have them displayed on my screen so I can see what I typed.
 - a. Create script for taking input from keyboard to send to canvas (3)
 - b. Connect script to canvas elements to display inputted text (3)
 - c. Research and design for Unity input controls and canvas elements (2)

Total for User Story 1: 8 hours

2. As a user, I want to see text on the screen so I know what to input into my keyboard.
 - a. Grab text from a stored list of strings to send to canvas (2)
 - b. Display text onto canvas in an orderly fashion (2)

Total for User Story 2: 4 hours

3. As a user, I want to see a basic user interface so I can start, restart, and exit the game.
 - a. Create a main menu with buttons (2)
 - b. Scripts for starting, restarting, and exiting the game (2)

c. Scene management (1)

d. Research and Design for Unity UI elements (2)

Total for User Story 3: 7 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:

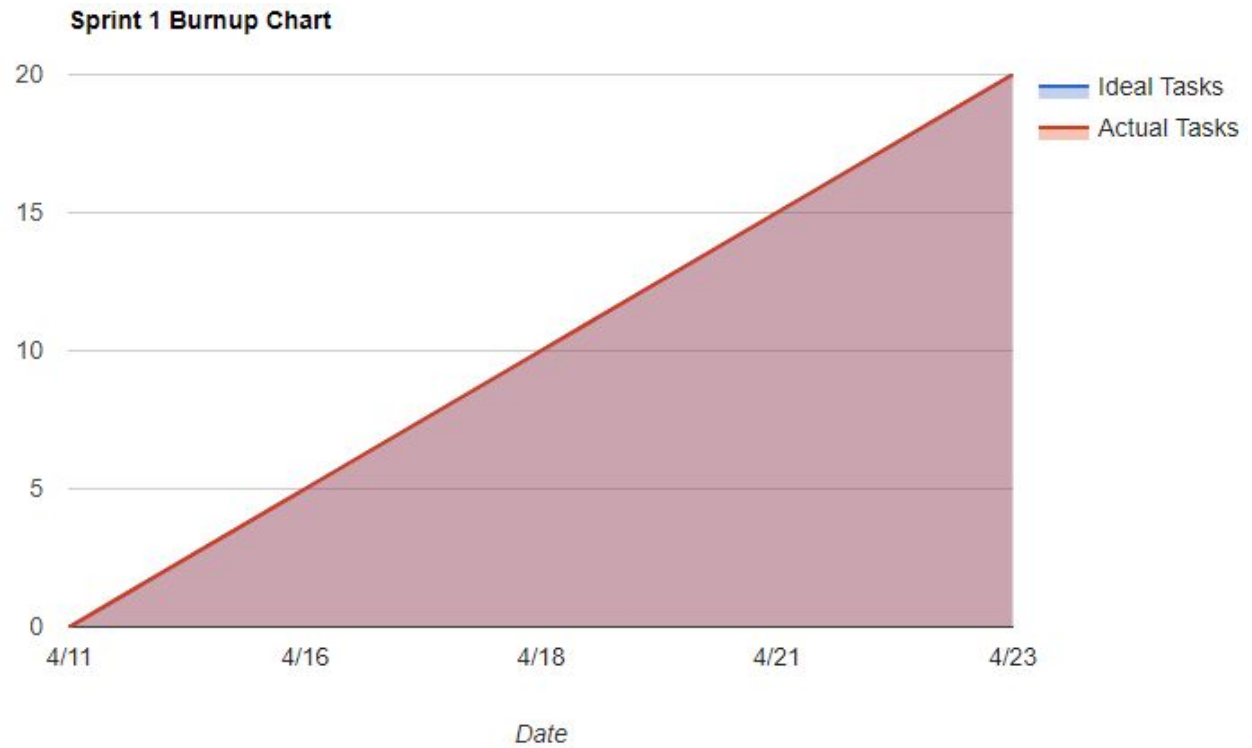
Jasper Yeh: 3a, 3b, 3c

Joshua Shier: 1a, 1b, 2a, 2b

Emilio Angeles: 1a, 1b, 2a, 2b

Anisha Trivedi: 3a, 3b, 3c

Initial Burnup Chart



Scrum Times:

Monday 9:10AM, Wednesday 9:10AM, Saturday 12:00PM