

Sprint 2 Plan: Speed Hacker

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

Sprint Completion Date: May 8, 2018

Revision #1

Revision Date: April 26, 2018

Sprint 2 Goals:

Our goals for this sprint are to refine the user interface, get a words per minute counter in the game, and implement word highlighting.

User Stories and Tasks:

1. As a user, I want to see words highlighted in color so I know which words I typed incorrectly.
 - a. Research and design on how to highlight certain letters/words when the player inputs characters (4)
 - b. Create script and implement for properly highlighting feature (3)

Total for User Story 1: 7 hours

2. As a user, I want an intuitive user interface so I can easily access all of the program's features.
 - a. Design layout for main menu screen (2)
 - b. Scripts for main menu buttons (1)
 - c. Design layout for pause menu screen (2)
 - d. Scripts for pause menu screen (1)

Total for User Story 2: 6 hours

3. As a user, I want to be able to see my personal best words per minute so I can set personal goals.
 - a. Research and design on what method to calculate words per minute (3)
 - b. Script for calculating words per minute based on the typing game layout (2)
 - c. Implementing words per minute into canvas to show after a game ends (2)

Total for User Story 3: 7

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:

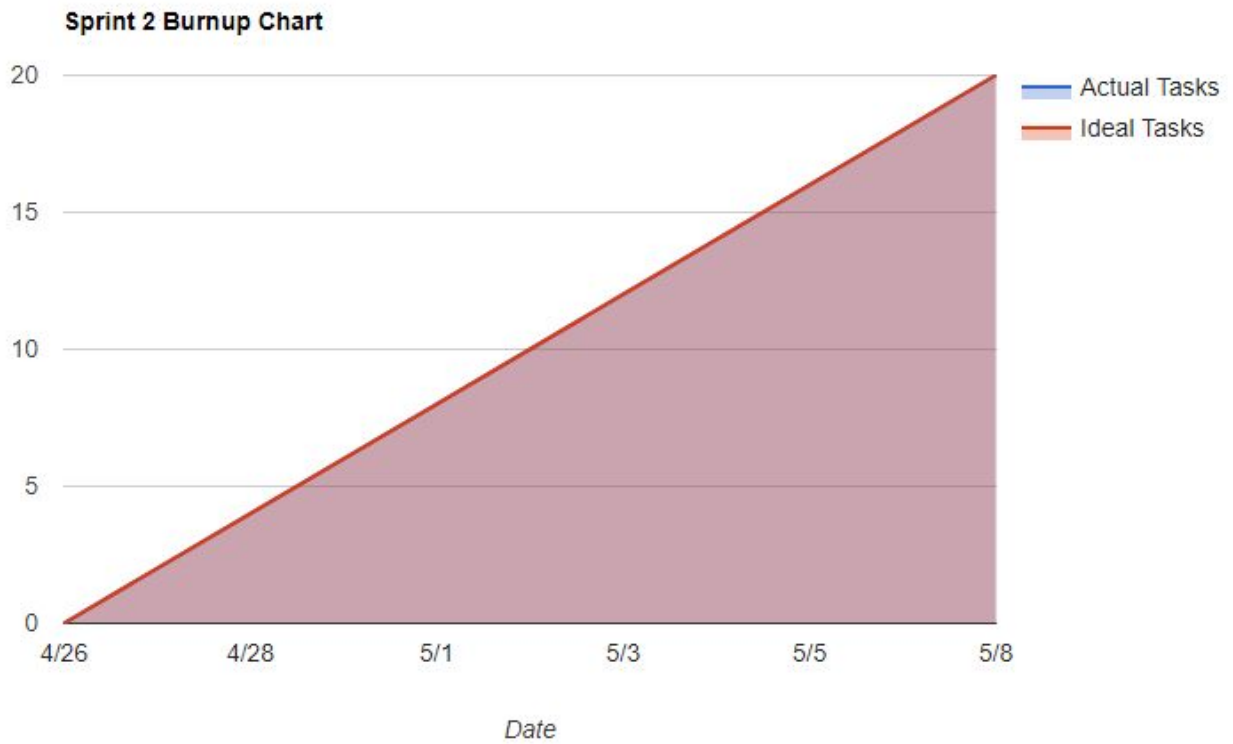
Jasper Yeh: 2a, 2b, 2c, 2d, 3a

Joshua Shier: 1a, 1b, 3b, 3c

Emilio Angeles: 1a, 1b, 3b, 3c

Anisha Trivedi: 2a, 2b, 2c, 2d, 3a,

Initial Burnup Chart



Scrum Times:

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