

Sprint 4 Plan: Speed Hacker

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

Sprint Completion Date: June 5, 2018

Revision #1

Revision Date: May 23, 2018

Sprint 4 Goals: Our goals for Sprint 4 are to polish up the aesthetics of the game and get text output working so that players can choose or randomly obtain code to type out.

User Stories and Tasks:

1. As a user, I want to be able to see visually pleasing gameplay so the game is more enjoyable.
 - a. Create a logo for the main menu (1)
 - b. Style buttons for UI (2)
 - c. Polish main menu (3)
 - d. Polish in-game pause menu (2)
 - e. Polish post-game statistics screen (2)
 - f. Polish high score screen (2)

Total for User Story 1: 12 hours

2. 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:

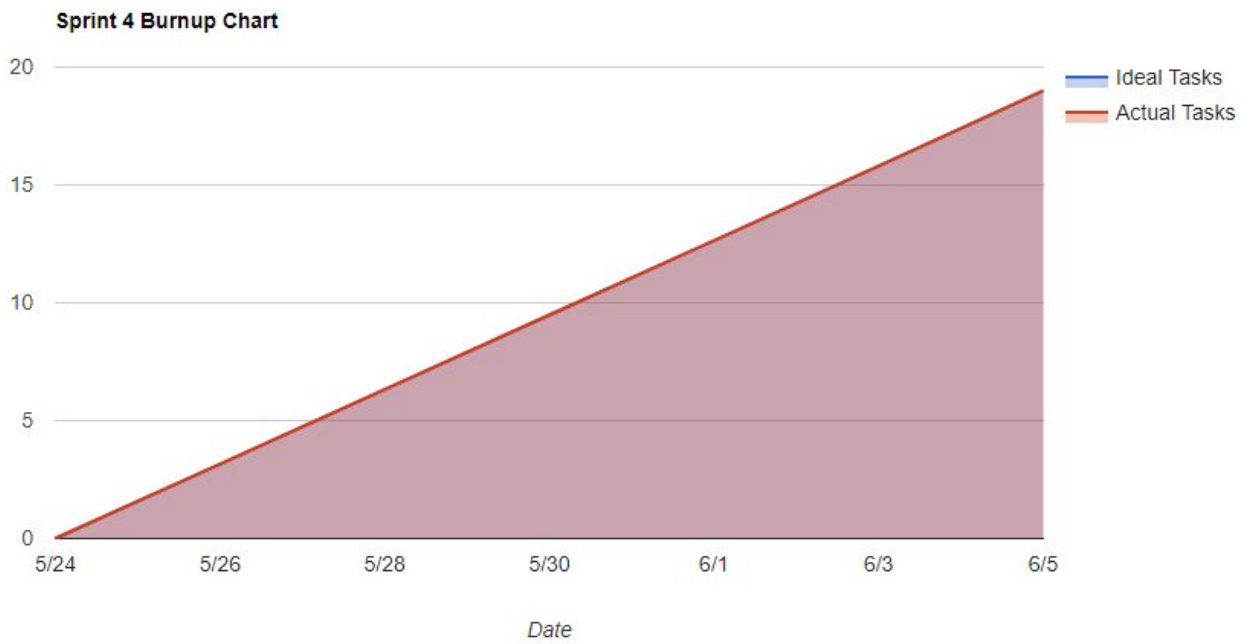
Jasper Yeh: 1a, 1b, 1c, 1d, 1e, 1f

Joshua Shier: 1f, 2a, 2b

Emilio Angeles: 1e, 2a, 2b

Anisha Trivedi: 1a, 1b, 1c, 1d, 1e, 1f

Initial Burnup Chart



Scrum Times:

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