UDevelopers – Scrum Cycle 2 Report

Start of Scrum Cycle 2 – Sean Rivera Scrum Master

1. What bugs or enhancements will be included in the next project release?

* The game’s components should be integrated.
* Graphics should be updated to meet projected standards.
  + more similar to the powerpoint
* Different forms of testing should be implemented.
  + Fill in the blank (maybe drag and drop?)
* Unit testing and player testing
* Recording and output results to a file should be included.
* Some of Amazing Race type of design
* Overall improved navigation capabilities
  + Word bank more intuitive
  + Return to main map screen and save progress
  + Make it more obvious where to click to continue game (i.e. dialogue)
* Further improve dialogue

2. Who will work on each bug fix or enhancement implementation?

* Graphics improvement – Sean
* Output – Jordan
* Graphics – Miles, Adrian, Sean
* Improve existing pieces – All
* Unit testing and player testing – All
* Amazing Race – ????
* Different Testing forms – Katie?
* Dialogue - Katie

3. What resources will be required to complete the bug fix or enhancement implementation?

Camera and picture tools will be used for graphics. Time and most importantly group integration will be necessary to bring this game along.

4. How will successful bug fixes or enhancement implementations be demonstrated?

A powerpoint demonstrated during the alpha release show that is fully interactive and a working time and perhaps leaderboard with output files would be a successful implementation of these current tasks. Additionally, different forms of testing and correct order of dialogue will improve the player experience and realize UDiscover’s goals.