Sprint 3 Plan ChemPuzz

Chemistry Sux

Completion date: 7/22/19

Revision 1

Revised 7/15/19

For this sprint we want to be able to advance to the next level when a level is complete and keep track of scores/times. We also want to create the minimum amount of levels we specified (5).

User Stories:

- 1. As a player I want a transition to the next level so that I can advance further into the game. 10 points
 - a. Write the scripts for the transition(1-2 hrs)
- 2. As a player I want a timer to make the game more challenging and exciting for me 3 points
 - a. Learn how to create the timer(1 hr)
 - b. Write the script for the timer(1-2 hrs)
- 3. As a player I want a score tracker to make the game more challenging and exciting for me 3 points
 - a. Program the score tracker(1-2 hrs)
- 4. As a player I want additional levels with increasing difficulty so that I can have a fun and complete gameplay experience 5 points
 - a. Pick background sprites for each level(1 hr)
 - b. Decide which molecules are going to be formed in each level(1 hr)
 - c. Write scripts for the level(2-3 hrs)

Team Roles:

- Thomas Do: project owner, developer, designer
- Ryan Saefong: scrum master, developer, designer
- Julia Sales: developer, designer
- Kevin Raja: developer, designer

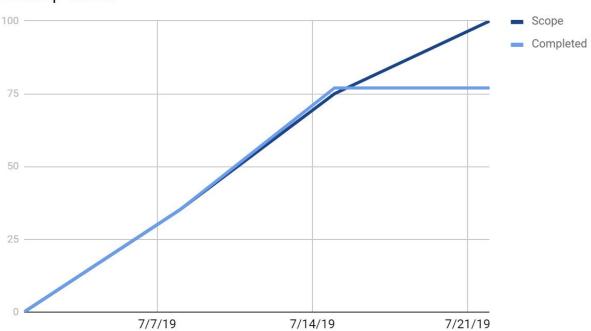
Initial Task Assignment:

• Thomas: Story 2, timer, Story 3, scoretracker

- Ryan: Story 1, transition to next level, Story 2, timer
- Julia: Story 1, transition to next level, Story 4, new levels
- Kevin: Story 2, timer, Story 3, scoretracker

Sprint 3 Burnup Chart:

BurnUp Chart



Sprint 3 Scrum Board

Scrum Board
User Stories Not Started In Progress Completed
Transition between Stages
Timer have sarpt
Score sale sales de la game.
Determining on Completed Stage (Checklist of Molecules)
Determining a Cost when Limer hits 0 Instance Linite Linite Linite Linite

Scrum Times:

• Monday: 4:00-6:00(with TA)

• Wednesday: 12:15-1:00(with TA)

• Wednesday: 9:00-12:00

Friday: 12:00-4:00Sunday: 12:00-4:00