

Sprint 2 Plan  
ChemPuzz  
Chemistry Sux  
Completion date: 7/13/19  
Revision 1  
Revised 7/8/19

For this sprint we want to make our game actually playable. To do this we need to create drag and drop functionality and colliders. We also want to create a few levels that can be played.

User Stories:

1. As a player I want the drag and drop feature to be implemented so I can play the game and complete levels properly - 5 points
  - a. Watch the tutorial ( $\frac{1}{2}$  hour)
  - b. Create sprite for mouse (1/2hr)
  - c. Mouse drag and drop (2-3 hrs)
2. As a player I want the collider to be implemented so I can play the game and complete levels properly - 5 points
  - a. Spawn a new image when atoms are fused(2hrs)
  - b. Make completed molecules disappear (1hr)
3. As a player I want more levels to make the game more fun - 5 points
  - a. Work on different layout for each level (3hrs)
  - b. Decide how each level should be played ( $\frac{1}{2}$  hr per level)
4. As a player I want cool sprites to represent atoms, molecules, and in between phases so that I will have a fun play experience - 10 points
  - a. Finish the rest of the designs in photoshop (2hrs)
  - b. Convert them into sprites so they are compatible with unity (1hr)

Team Roles:

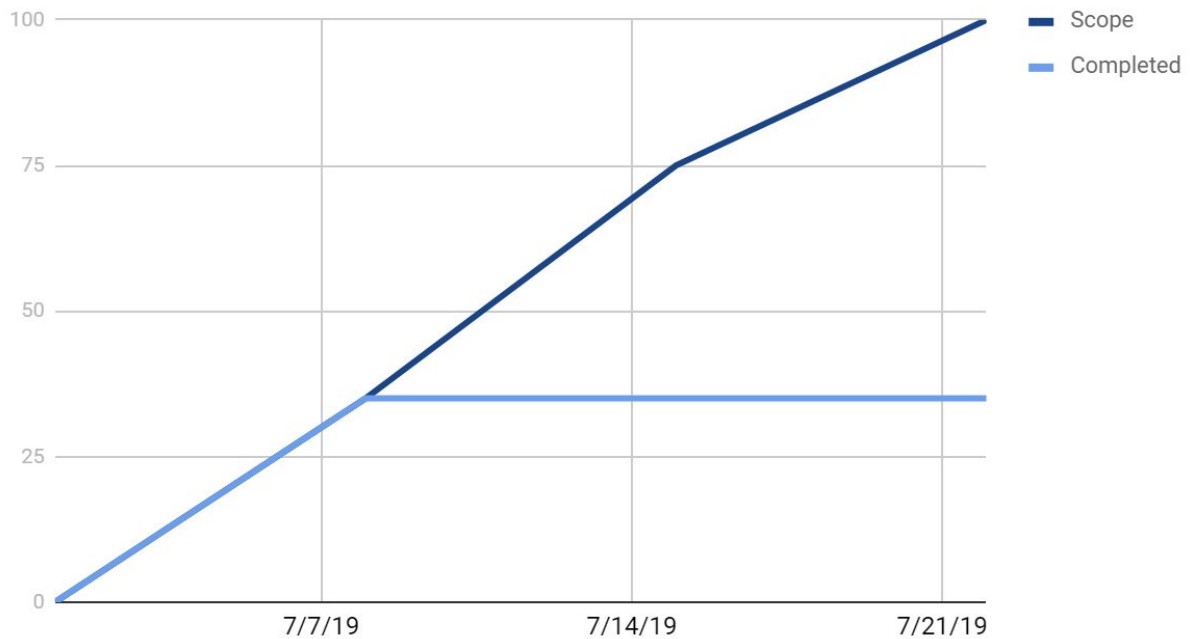
- Thomas Do: project owner, developer, designer
- Ryan Saefong: developer, designer
- Julia Sales: developer, designer
- Kevin Raja: scrum master, developer, designer

### Initial Task Assignment:

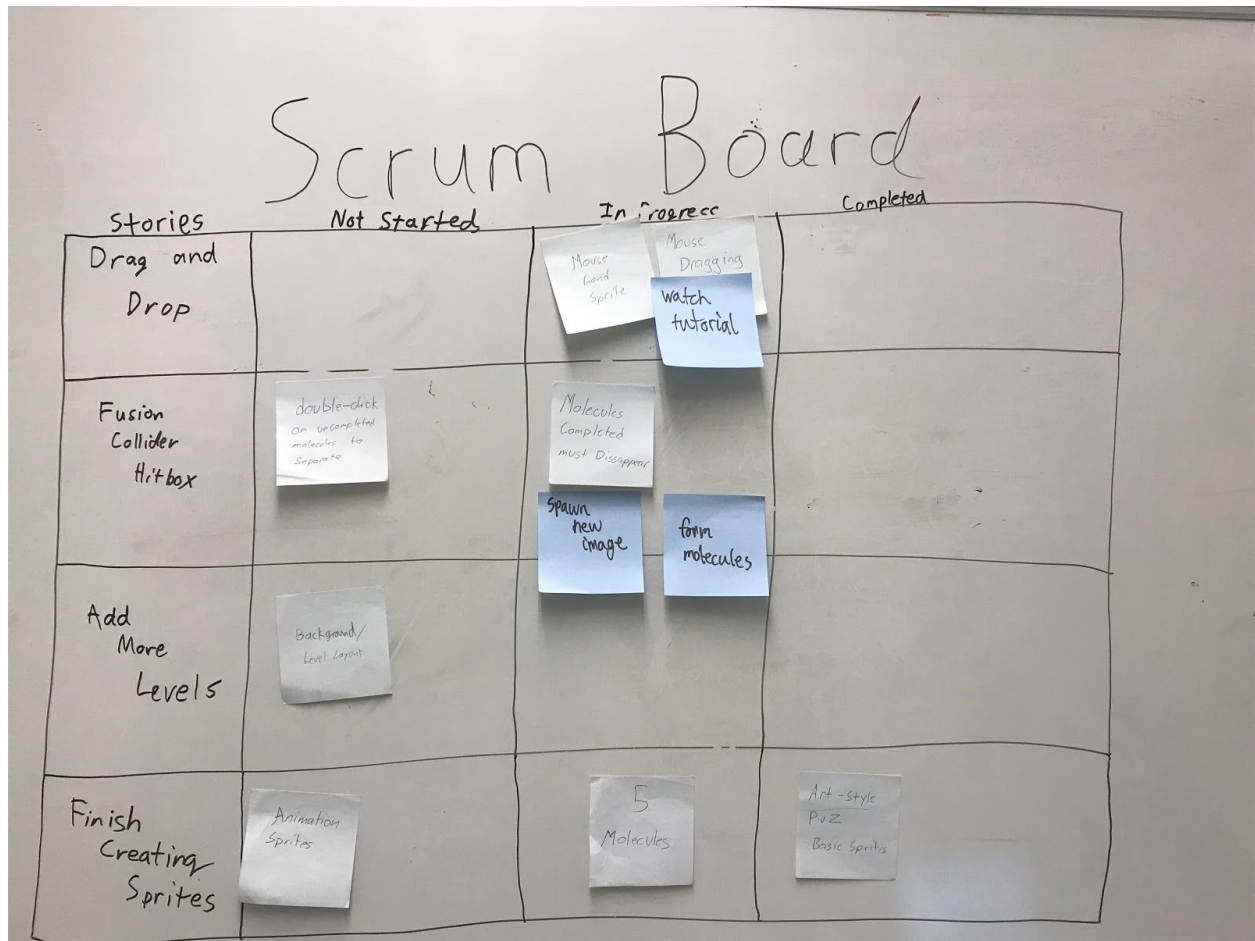
- Thomas: Story 3, design new levels, Story 4, finish sprites
- Ryan: Story 1, drag and drop, Story 2, colliders
- Julia: Story 3, design new levels, Story 4, finish sprites
- Kevin: Story 1, drag and drop, Story 2, colliders

### Sprint 2 Burnup Chart:

BurnUp Chart



## Sprint 2 Scrum Board



## Scrum Times:

- Monday: 4:00-6:00(with TA)
- Wednesday: 12:15-1:00(with TA)
- Wednesday: 9:00-12:00
- Friday: 12:00-4:00
- Sunday: 12:00-4:00