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Sprint 3 Planning Dungeon Drive (D:)

Sprint Overview:

- a. During sprint 3, we would like to increase the game's variety as well as make it more accessible to new players. We plan on making items more differentiated and interesting. We also plan on including a tutorial and making the different floors more visually appealing.
- b. Jake Brown is the SCRUM master for this sprint. We meet Tuesdays and Thursdays at 8:00pm via Skype.
- c. Perhaps the biggest risk going into the final sprint is having enough variety. In the last two sprints, we succeeded in creating a base game that has all the basic features and progression that one would expect, but there is a noticeable lack in variety/depth. Now that we have a foundation to work off of, we need to ensure that the game has enough variety to be in an entertaining, presentable state. Another risk for this sprint is optimization. As we continue adding more variety into the game, we must assume that additional features will generate more bugs and slow down the program. As detailed below in the sprint detail, we are aiming to optimize our game to utilize less resources and be as bug-free as possible.

Current Sprint Detail:

User stories to be implemented in this sprint:

- As a user, I would like weapons to behave differently from each other when used in combat.
- As a user, I would like a bigger variety of armor and weapons available to me.
- As a user, I would like to see weapon animations while attacking.
- As a user, I would like the game to be running with as few bugs as possible.
- As a user, I would like varying types of environments.
- As a user, I would like the game to have some music.
- As a user, I would like various options such as adjusting sound levels.
- As a user, I would like the option of using a gamepad.
- As a user, I would like to have a tutorial at the beginning of the game that teaches me the game mechanics.
- As a developer, I would like the game to use as little resources as possible.
- As a user, I would like randomized weapons properties.

- As a user, I would like to use a more variety of attack styles, including casting spells.
- As a user, I would like to be able to customize the main character a bit more so that the game provides more entertaining experiences
- As a user, I would like my armor to sometimes have special properties such as on-hit effects.
- As a user, I would like to have an even greater variety of enemy-player interaction, such as more/randomized enemy behaviors and status effects.
- As a user, I would like some doors and chests to be locked and require a key to open.
- As a user, I would like object permanence. For instance, if I open a chest, I'd like it to still be open if I leave and come back.

Description of tasks:

Tutorial, animations, and additional options [Brandon] :

Tutorial - 18 hours

Weapon animations - 16 hours

Additional options such as sound levels - 8 hours

Total: 42 hours

Level environments, optimize resource usage [Jake] :

Varying level environments - 25 hours

Level permanence - 10 hours

Locked doors and chests - 5 hours

Total: 40 hours

Gamepad, bugfixing, music, enemy variety [Michael]:

Enemy variety - 20 hours

Bugfixing - 20 hours

Gamepad support - 5 hours

Music - 5 hours

Total: 50 hours

Randomized weapons and item variety [Siming]:

Randomized Weapon properties - 18 hours

Item Variety - 12 hours

Armor properties - 14 hours

Limiting resources - 6 hours

Total: 50 hours

Skill tree, spells, special effects [Jiang]:

Tasks - Individual hours

Implementing a skill tree that provides the user with more gaming experiences. The user can not only attack with weapon, but also be able to cast a variety of spells. -- 30 hours

Implementing some special effect for all units in the game. For instance, an unit can be frozen, impaired and etc. -- 15 hours

Total: 45 hours

Total for everyone: 227 hours