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Sprint 2 Planning - Dungeon Drive (D:)

Sprint Overview:

a. During sprint 2, we would like to improve the progression of the game. We will focus primarily on incorporating RPG like elements into the game such as a more in depth loot system, character stats, equipment, a variety of weapons, and the ability to save your game.
b. Jake Brown is the SCRUM master for this sprint. We meet Tuesdays and Thursdays at 8:00pm via Skype.
c. Risks for this sprint include having multiple people working in the same area. Because of how closely we plan to be working this sprint, some people may step on each other's toes, so to speak, while coding.

Current Sprint Detail:

User stories to be implemented in this sprint:

- As a user, I would like to level up and grow my character.
- As a user, I would like a bigger variety of armor and weapons available to me.
- As a user, I would like weapons to behave differently from each other when used in combat.
- As a user, I would like a random item generator so that the game would provide a thriller of a Diablo-like loot mechanism.
- As a user, I would like to have a simple looting interface.
- As a user, I would like a title screen at the start of the game.
- As a user, I would like an options menu to adjust various options such as sound levels and game resolution.
- As a user, I would like to be able to pause/resume my game.
- As a user, I would like to save my game.
- As a user, I would like to delete the file (perhaps with a special weapon) while playing the game.
- As a user, I would like my character to have an image.

- As a user, I would like to customize my character
- As a user, I would like to see the corresponding directory or file when mousing over objects in the game.
- As a user, I would like the inventory to be drawn over the game instead of in a separate window.
- As a developer, I would like my code to be cleaned up and remove unused portions of code left over from earlier incarnations of the game.
- As a user, I would like the hero to have to explore through rooms without being able to see inside them until they enter.
- As a user, I would like varying types of environments.
- As a user, I would like to see weapon animations while attacking.
- As a developer, I would like to handle all exceptions so the game wouldn't crash when such problem occurred.
- As a user, I would like the enemies to scale with respect to my hero's level.
- As a user, I would like the world to be inhabited by enemies with varying types of artificial intelligence.

Description of tasks:

Menus and game saving/loading [Brandon]:
Title Menu - 6 hours
start menu - 2 hours
options menu - 4 hours
saving/loading games - 10 hours
character customization - 16 hours
code cleanup - 2 hours
weapon animations - 6 hours
Total: 46 hours

Enhance room design, make world more unique [Jake]:
New room designs - 14 hours
Door system between hallways and rooms - 16 hours
Varying types of environments - 10 hours
Total: 40 hours

AI variety, mouse-over directory display, deleting files in-game [Michael]:
Incorporate more enemy behaviors - 14 hours
Have enemies scale along with the player's progression - 12 hours
Display directory of enemy by hovering over with a mouse - 6 hours

Allow user to delete files/enemies from the hard drive in-game - 10 hours
Total: 42 hours

Level up hero, different kind of weapons/skills, looting system [Siming]:
Build level system, hero is able to level up by killing enemies - 12 hours
Add image to hero - 1 hour
Create different weapons behaves differently in combat - 20 hours
Create random looting system - 6 hours
Total: 39 hours

Inventory UI improvements [Jiang]:
Draw the inventory in the game window instead of a separate window - 30 hours
Create an interface for looting chests. 10 hours
Total: 40 hours

Total for everyone: 207 hours

Backlog:
- As a user, I would like the game to be running with as few bugs as possible. For instance, when a corresponding file is deleted while game is running at the same time, the game should not crash.
- As a user, I would like the gameplay to be accessible as well as have reasonable depth.
- As a user, I would like the game to have some music.
- As a user, I would like there to be an interesting storyline.
- 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 user, I would like to have some cool animations to be added to game characters.
- As a developer, I would like to be able to introduce my own mods to the game.
- As a developer, I would like the game to use as little resources as possible.