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Sprint 1 Planning - Dungeon Drive (D:)

Sprint Overview:

a. During sprint 1, we would like to get the basics of the game working. We would like the worlds to be generated through the user's file system and a basic combat system with some basic enemies to fight. We will spend most of this sprint laying the foundation for features to come in future sprints.
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 getting over the initial hump. We will need to make sure that the base of the game works before any more work can be done. If something goes wrong, we may not be able to advance forward until it has been solved.

Current Sprint Detail:

User stories to be implemented in this sprint:

● As a user, I would like dynamic 2D maps generated based on the files and folders in my filesystem.
● As a user, I would like to be able to move a character around the generated world.
● As a user, I would like for the game to include a loot system.
● As a user, I would like the game to have appealing graphics.
● As a user, I would like to have a combat system to fight enemies.
● As a user, I would like to be able to lose the game by dying.
● As a developer, I would like to read the user's filesystem without crashing.
● As a user, I would like the game to run as smoothly as possible. For instance, when user has a complex folder with many sub-folders, the program would load each floor(folder) individually so the game will not run slowly.
● As a user, I would like for the response time for input to be unnoticeable.

- As a user, I would like the game to have simple instructions and can be deployed easily
- As a developer, I would like to be able to easily add support for different file types.
- As a developer, I would like to run this game on Windows machines.

Description of tasks:

Basic functionality - Allow the player to move around the world, collide with objects, attack, etc. Everything needed in order for the game to actually be called a game. [Brandon 12hrs]

Room generation - Make sure the rooms are consistently generated the same given the same file and folder names. Add the contents into the room and decide how everything should be placed. [Jake 14hrs]

Enemy AI / Basic Art - Make it so different enemy types react to the character in different ways. They should be predictable and consistent. Also, we will need some basic art. Nothing too fancy, but you should be able to tell what's going on. [Michael 12hrs]

Combat - Dead with combat collisions, knockback, health and enemy removal upon death. [Siming Chen 12hrs]

Inventory - We need a basic inventory implementation to start. We need to be able to store multiple items and pull up a menu to see and access said items. [Jiang 12hrs]

Backlog:

- As a user, I would like the world to be inhabited by enemies with varying types of artificial intelligence.
- As a user, I would like to have a interface to start the game.
- As a user, I would like to be able to pause/resume the game.
- As a user, I would like to be able to save the game and load it in the future.
- 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 game to be under a reasonable amount of difficulty/fluency. For instance, when user inputs a large folder with too many files, the game would implement a cap to the amount of enemies/units.
- As a user, I would like the gameplay to be accessible as well as have reasonable depth.
- As a user, I would like my character to be customizable with different items such as weapons, armor and consumables.
- As a user, I would like enemies to scale in difficulty with respect to my character's growth.
- As a user, I would like the game to have some music.
- As a user, I would like an options menu to adjust options such as sound levels.
- 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 varying types of environments.
- As a user, I would like to have some cool animations to be added to game characters.
- As a user, I would like sound effects to go along with gameplay.
- As a user, I would like a leveling system for my character.
- 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.