Sprint 1 Planning

Goal: Set up basic framework and fundamental design elements.

1. User can create an account that represents their character to keep track of their items, current equipment, gold, and other records. (Reza)

A. System to authenticate users.

B. Page to create an account.

C. Page to manage account.

D. Database to store user account fields (gold/etc)

1. User can customize their character to distinguish themselves from others. (Shirley)

A. Page to edit account fields to customize character.

B. Assets to represent customization (can be simple for now).

1. User can take quests to get items and gold to further improve their character. (Nick)

A. Page to list all available quests to take.

B. Creation of a handful of simple test quests (don’t need too many).

C. System to accept a quest and “go on” it (for now, no game element)

D. System to determine if user succeeded or not.

E. System to reward user if they completed the quest.

1. User can buy items/equipment with gold to improve their character so that they can take on more difficult/different kinds of quests. (Kenneth)

A. Page to buy items.

B. System to access gold field from character account.

C. Database to store all items.

D. Categorization of items (what different kinds of armor do we have? weapons?)

1. User can hire other players to help them on quests so that they can take on more difficult quests. (James)

A. Page to list all possible hires.

B. System to access gold field to hire adventurers.

C. System to temporarily store a party.

D. System to communicate party information to quest action.

1. Different kinds of equipment give the user different advantages (or disadvantages) depending on the quest they’re going on, forcing the user to think about how to equip their own character as well as who to hire. (Julius)

A. Creation of a handful of items (mostly to be representative of all the different kinds of items i.e. bows, helmets, swords, etc. So maybe 1 or 2 of each?).

B. Balance of stats according to quest requirements (may need to work with quest person).

Team roles

James: Product Owner, organization, developer

Reza: Developer, Scrum master

Shirley: Developer

Nick: Developer

Kenneth: Developer

Julius: Developer

Initial task assignment

James: User story 5. Create page listing all hires.

Reza: User story 1.

Shirley: User story 2.

Nick: User story 3.

Kenneth: User story 4.

Julius: User story 6.

Initial burnup chart

Initial scrum board

Scrum times

Tuesday 10:30am

Thursday 10:30am