Sprint 2 Planning

Goal: Create small rpg minigame for quests and clean-up leftover website stuff.

Website elements:

1. Shop item availability is somewhat random to restrict the user in what kind of items they can just buy. (Good items are gotten as quest rewards). (3 sp)
   1. Algorithm to choose what items show up in shop (should be weaker than items received in quest rewards). (2 hr)
   2. Quest loot items should be of the stronger variety (stat totals ~30). (1 hr)
2. Quest page should choose quests based on user status so that the experience feels balanced. (5 sp)
   1. Algorithm to choose quests. (4 hr)
3. Website is formatted more nicely to more pleasantly display the information to the user. (5 sp)
   1. Making stylesheets. (2 hr)
   2. Reforming html views. (2 hr)
4. Users can create their own quests to get ‘Rare ore’ to allow them to create their own equipment. (13 sp)
   1. Storing rare ore as a field in database. (1 hr)
   2. User can add quests to quest database (can set difficulty). (5 hr)
   3. User gets more ore if the difficulty is harder. (2 hr)
   4. Way of getting rare ore when someone completes your quest. (5 hr)
   5. Attaching auth\_user reference to quests. (1 hr)
   6. User can use rare ore to craft equipment. (4 hr)

Unity game elements:

1. User can navigate HUD to select various options during battle. (5 sp) (3 hr)
2. Turns are taken in order based on speed to reward specialization in speed. (5 sp)
   1. Turn management system. (5 hr)
3. User can take and receive damage based on calculations on stats. (8 sp)
   1. Implementing STRIKE, DAZE, and CRASH (2 hr)
   2. Method to give/receive damage from another actor. (2 hr)
      1. Takes into account attack vs defense. (1 hr)
   3. Keeping track of health (default 100 or 200?). (1 hr)
4. User can use other abilities which affect an actor’s own stats. (3 sp)
   1. CHARGE, BOLSTER, and PREPARE (3 hr)
5. User can GUARD to protect their team from one attack. (5 sp)
   1. Method to block next attack if someone on team used GUARD. (5 hr)
6. Monster AI is challenging enough to be enjoyable to fight against for the user. (8 sp)
   1. Design of a few different monster types. (6 hr)
7. User is represented in the battle accurately based on their equipment to make the gameplay meaningful. (5 sp)
   1. Communicate between database and unity game (set-up done, but needs finer implementation). (2 hr)
   2. Translation of data communicated from database into usable fields in player objects. (3 hr)

Team roles

James: Product Owner, organization, web/unity developer

Reza: Scrum master, web developer

Shirley: Unity developer

Nick: Web/Unity developer

Kenneth: Unity developer

Julius: Web developer

Initial task assignment

James: 4

Reza:

Shirley:

Nick: 1, 2

Kenneth:

Julius: 3

Initial burnup chart

Initial scrum board

Scrum times

Monday 3:00pm

Tuesday 10:30am

Thursday 10:30am