Sprint 3 Planning

Goal: Styling and art assets. Finishing up Unity game. Bug fixing and testing and balancing.

Website elements:

1. Style pages. (8 sp)
   1. Discussion Page. (1 hr)
   2. Shop page. (1 hr)
   3. Quest result page. (1 hr)
   4. Login page. (1 hr)
   5. Forge page. (1 hr)
   6. Profile Page. (1 hr)
   7. Navbar. (1 hr)
2. Selling items to get money and get rid of old items. (5 sp)
   1. Sold items give user gold. (1 hr)
   2. Sold items show up in shop. (2 hr)
   3. Make it so that only weapons that players deliberately sold show up. (1 hr)
3. Create generic quests and items. (3 sp) (2 hr)

Unity game elements:

1. User can use other special abilities. Which special ability you have depends on your highest stat. (5 sp)
   1. Fix SPECIAL button to say correct move. (1 hr)
   2. CRASH implementation (1 hr)
   3. BOLSTER implementation (1 hr)
   4. PREPARE implementation (1 hr)
2. After you perform an attack, we go back to main menu. (2 sp)
3. 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)
4. 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)
5. GUARDing actually blocks attacks. (1 sp)
6. People die when they are killed. (2 sp)
   1. Sprites are removed when they are killed. (2 hr)
   2. Checking when health is at 0. (1 hr)
7. Player has to walk to a “goal” to complete the quest. (5 sp)
   1. Random battle encounters. (2 hr)
   2. Walking system. (3 hr)
8. Win/Loss condition. Communicating win/loss to server. (3 sp)
   1. Detecting if everyone is dead (2 hr)
9. Art/Sound assets. (8 sp)
10. Fix text narration. (3 sp)

Team roles

James: Product Owner, organization, web/unity developer

Reza: Web developer

Shirley: Scrum Master, Unity developer

Nick: Web developer

Kenneth: Unity developer

Julius: Unity developer

Initial task assignment

James: U5, U1

Reza:

Shirley: U6, U8, U3

Nick: W1

Kenneth: U2, U10

Julius: U7

Scrum times

Monday 3:00pm

Tuesday 10:30am

Thursday 10:30am