Sprint 4 Plan: Script Scribble

Team Name: Scribblers
Sprint Completion Date: 12/03/17

Goals:
1. Add the graphics and animation
2. Finish first mode of the game: free mode
3. Finish up extra features
4. Tutorial Mode
5. Add more challenging modes

User Stories:
1. As a user, I need to see animations when I put blocks together, so that I know what the code does.
   a. Function for Snapping Blocks into place [2]
   b. Output Window [5]
   c. Character [3]
   d. Obstacles [3]
2. As a user, I need an array of options to keep myself engage in learning
   a. Snap blocks into place [2]
   b. Menu Buttons for other modes [1]
   c. Block Menu Class [4]
3. As a user, I need an effective tutorial so that I could understand how to use the application
   a. Dialog boxes for tutorial [5]
   b. Limit user interactivity in tutorial and progressively give them more as they learn [3]
4. As a user, I need challenging problems so that I could improve my programming abilities
   a. Limit number and availability of blocks for challenge mode [3]
   b. Make levels for challenge mode[5]
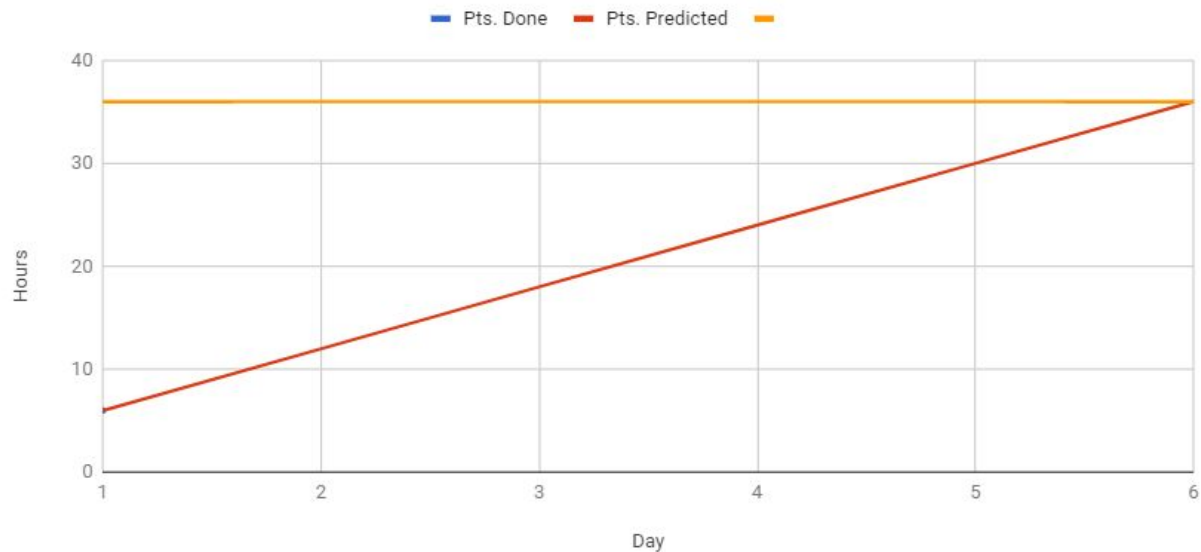

Total Time Hours: 36

Team Roles:
- Karen - Project Owner, Developer
- Jack - Team member, Developer
- Mark - Team member, Developer

- Roger - Team Scrum Master, Developer
- Jordan - Team Member, Developer

Initial burnup chart:

Burn Up

Initial Task Assignment:

Karen - User Story 1: Obstacles

Jack - User Story 1: Snap block into place

Mark - User Story 2: Output Window (randomly generated obstacles)

Roger - User Story 1: Character

Jordan - User Story 1: Block Menu Class

Initial Scrum Board: See Trello.

Scrum Times:

MW: 5:30, McHenry Library

TA Meeting: Thursday @ 3:40 - 4:00 pm J. Baskin 316