Sprint Plan 3 - Monterey Bay Minecraft Mod - Loops on Loops
Sprint Completion Date: 11/25/14 | Revision: 1 | Revision Date: 11/13/14
Team Members: Joe Wise, John Kang, Brian Lee, Paul-Valentin Mini, Max Hufft, Desmond Vehar

Goal:
During this final sprint, we will attempt to finalize our entities and all other user stories possible. Create new items and blocks for the game.

Task listing, organized by user story:
User Story 1: As a student, I want to be able to interact with the seagull or see the seagull interacting with its environment so that I can learn more about them.
Task 1: Introduce different types of seagulls (2 hours)
Task 2: Have seagulls interact with other creatures (5 hours)
Task 3: Create a seagull AI that is realistic (5 hours)
Task 4: Create fluid flight animations (5 hours)
Task 5: Make seagull hunt properly (3 hours)
Task 6: Add correct sounds (1 hour)
Total for user story 1: 21 hours

User Story 2: As a student, I want to be able to observe kelp plants and forests.
Task 1: Create new block for kelp plant (3 hours)
Task 2: Create model by extending existing plant entities (3 hours)
Task 3: Make a texture of a kelp plant (3 hours)
Task 4: Tweak block to work underwater, drop item when harvested (4 hours)
Task 5: Create kelp biome to spawn kelp underwater (or modify existing biomes settings) (4 hours)
Total for user story 2: 17 hours

User Story 3: As a student, I want to observe and interact with Gray Whales in the ocean
Task 1: Tweak the textures to better resemble gray whale (2)
Task 2: Animate the pectoral fins and the tail fins (5)
Task 3: Make whale swim under water rather than over water by tweaking center of mass (3)
Task 4: Have whale surface for air every so often (7)
Total for user story: 17 hours

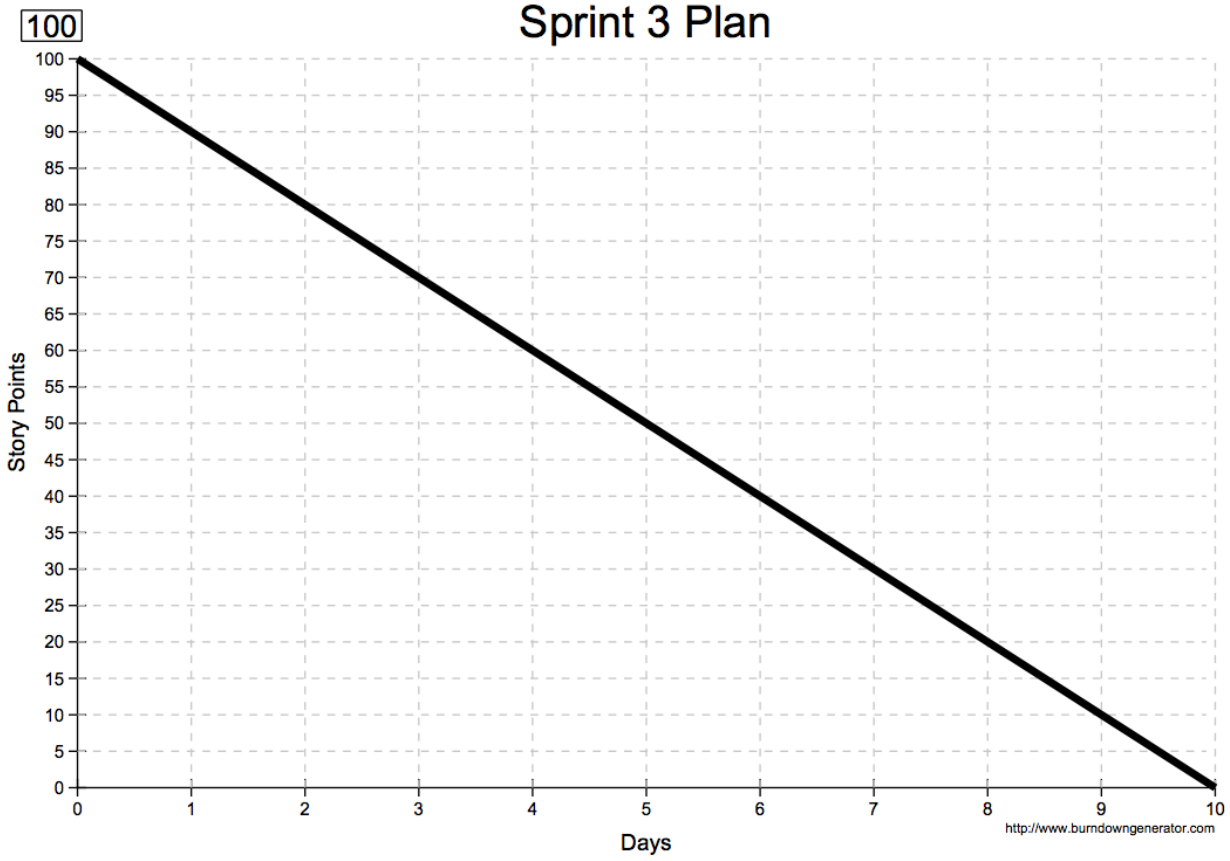
User Story 4: As a student, I want to be able to observe and interact with dolphins in the ocean
Task 1: Code the AI for the dolphin (6 hours)
Task 2: Create way for player to interact with dolphin (5 hours)
Task 3: Add textures to make it look like a dolphin (5 hours)
Total for user story 4: 19 hours

User Story 5: As a student, I want to be able to observe and interact with Garibaldi fish in the ocean
Task 1: Re-code animation for simple swimming (3 hours)
Task 2: Animation for death (1 hour)
Task 3: Animation for procreating (2 hours)
Task 4: Redo hitbox dimensions (30 mins)
Task 3: Create way for player to interact with Garibaldi fish (5 hours)
Total for user story 5: 11.5 hours

User Story 6: As a student, I want to be able to observe and interact with Elephant Seals (Mirounga-Angustirostris) in the ocean.
Task 1: Animation for walk on beach (2.5hrs)
Task 2: Animation for swimming (2.5hrs)
Task 3: Adjust hitbox dimensions (0.3hrs)
Task 4: Fix/implement go to beach AI (2.75hrs)
Task 5: Fix/implement go to swimming AI (2.75hrs)
Task 6: Fix/implement go to feeding/hunting AI (3.25hrs)
Task 7: Tune the AI system overall, the size, and the speed of the seals so they are representative of actual seal behavior (3.25hrs)
Task 8: Implement sounds (1hr)
Task 9: Add gender and have it change the size and name (append (m) or (f)) (1hr)
Total for user story 6: 19.3hrs

Team roles:
Brian: User Story 1, finish Seagull entity
Paul-Valentin: User Story 2, creating kelp plant and biome
John: User Story 6, finishing the Whale entity
Joe: User Story 4, developing dolphin entity
Max: User Story 5, finishing the Garibaldi entity
Desmond: User Story 6, finishing the Elephant Seal (Mirounga-Angustirostris) entity

Initial burnup chart:



Initial scrum board:
http://scrumblr.ca/Loops%20on%20Loops

Scrum times:

Meeting 1: Monday	340A	5pm
Meeting 2: Wednesday	340A	5pm
Meeting 3: Sunday Google	Hangouts	5pm