Sprint Plan 2 - Monterey Bay Minecraft Mod - Loops on Loops
Sprint Completion Date: 11/11/14 | Revision: 1 | Revision Date: 11/3/14
Team Members: Joe Wise, John Kang, Brian Lee, Paul-Valentin Mini, Max Hufft

Goal:
During this sprint, we will attempt to finalize our entities so that we can move onto working on other entities and ecosystem mechanics.

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 (5 hours)
Task 2: Have seagulls interact with other creatures (5 hours)
Task 3: Introduce a way for players to interact with the seagull (5 hours)
Task 4: Create fluid flight animations (5 hours)
Total for user story 1: 20 hours

User Story 2: As a student, I want to be able to observe sea stars on beaches, learn how fast they move around, and what they are fed.
Task 1: Make Techne Starfish model (5 hours)
Task 2: Create basic starfish skin that can be adapted later (when entity is extended) (2 hours)
Task 3: Create food item for Starfish (4 hours)
Task 4: Trail/Error tweak the entity's settings (movement speed, spawning probability) (2 hours)
Total for User Story: 13 hours

User Story 3: As a student, I want to be able to observe and interact with whales in the ocean
Task 1: Create Techne whale model (5 hours)
Task 2: Code the AI for the whale (5 hours)
Task 3: Create way for player to interact with whale (5 hours)
Total for user story 3: 15 hours

User Story 4: As a student, I want to be able to observe and interact with dolphins in the ocean
Task 1: Create Techne dolphin model (8 hours)
Task 2: Code the AI for the dolphin (6 hours)
Task 3: Create way for player to interact with 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: Create Techne Garibaldi fish model (1 hour)
Task 2: Code the AI for the Garibaldi fish (5 hours)
Task 3: Create way for player to interact with Garibaldi fish (5 hours)
Total for user story 5: 11 hours

Team roles:
Brian: User Story 1, developing Seagull entity
Paul-Valentin: User Story 2, finalizing Starfish entity and creating player interaction for it
John: User Story 3, developing Whale entity
Joe: User Story 4, developing dolphin entity

Initial burnup chart:
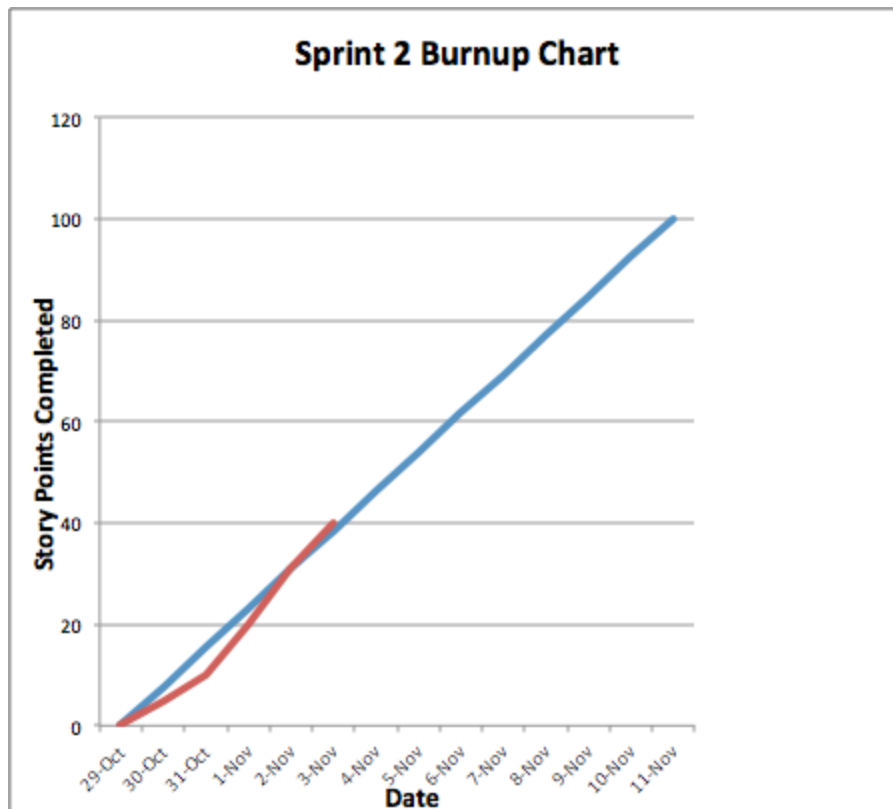
Legend:
Blue - Projected story point completion
Red - Actual story point completion

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

Scrum times:

Meeting 1: Tuesday 8pm (TA will visit)
Meeting 2: Wednesday 4pm
Meeting 3: Friday