Release Plan: WorldBuilder

By The WorldBuilders
To be released as WorldBuilder
Revision # 0.1
Revision date December 2019
Coming December 2019

Goal: We want to create a program capable of procedurally generating world maps suitable for tabletop RPG settings. The map will be viewed and interacted with through a GUI.

Task List:
- As a GM I would like to be able to generate a world map.
  - **Spike Tasks**:
    - Research applicable coding languages for PCG: 2 hours
    - Research IDEs and visual development applications : 2 hours
    - Find applicable codebases: 3 hours
    - Research basic theory and principles of PCG: 3 hours
    - Research and list benefits several specific procedural generation algorithms: 2 hours
    - Research how maps are presented and which generation algorithms will work best for showing more detail at lower scales: 3 hours
    - Research different types of procedural generation in map making: 4 hours
  - **Implementation Tasks**:
    - Design generation software: 6 hours
    - Determine how information is getting from the generation function to a map on the screen : 1 hour
    - Draw diagram of system: 2 hours
    - Design and write test modules: 4 hours
    - Write a first draft program: 4 hours
    - Test first draft program: 1 hour
    - Implement second draft program based on first draft test: 2 hours
- As a user I'd like to be able to interact with the application without learning unix
  - **Spike Tasks**:
    - Research applicable coding languages for GUIs: 2 hours
    - Research IDEs and visual development applications: 2 hours
    - Find applicable codebases: 2 hours
    - Research what we need in order to effectively host this tool on the web: 3 hours
      - Front end
      - Back end
  - **Implementation Tasks**:
    - Design a canvas for the map: 1 hours

- Draw layout of GUI: 2 hours
- Design menu structure: 3 hours
- Create basic layout based on drawing: 3 hours
- Implement canvas: 2 hours
- Implement menu structure: 3 hours
- Design test modules: 2 hours
- Convert information from PCG into an image: 4 hours
- Test elements of GUI: 4 hours

Team roles:
- Jacob Wynd: Product Owner, Developer
- Youyou Zhao: Scrum Master, Developer
- Elizabeth Dinh: Developer
- Aaron Gormley: Developer
- George Redhead: Developer

**Initial task assignments**:
- Jacob Wynd: Story: As a GM I would like to be able to generate a world map, Task: Design the basic algorithm for top level procedural generation, write first draft of code
- Youyou Zhao: Story: As a GM I would like to be able to generate a world map, Task: research the language of PCG and research for the way build a webpage.
- Elizabeth Dinh: Story: As a user I would like a GUI, Task: Draw website layout
- Aaron Gormley: Story: As a GM I would like to be able to generate a world map, Task: research the theory and principles of PCG
- George Redhead: Story: As a GM I would like to be able to generate maps, Task: Research more advanced map generation techniques.

Initial burnup chart:

Sprint 1 Burnup Chart

Initial scrum board:
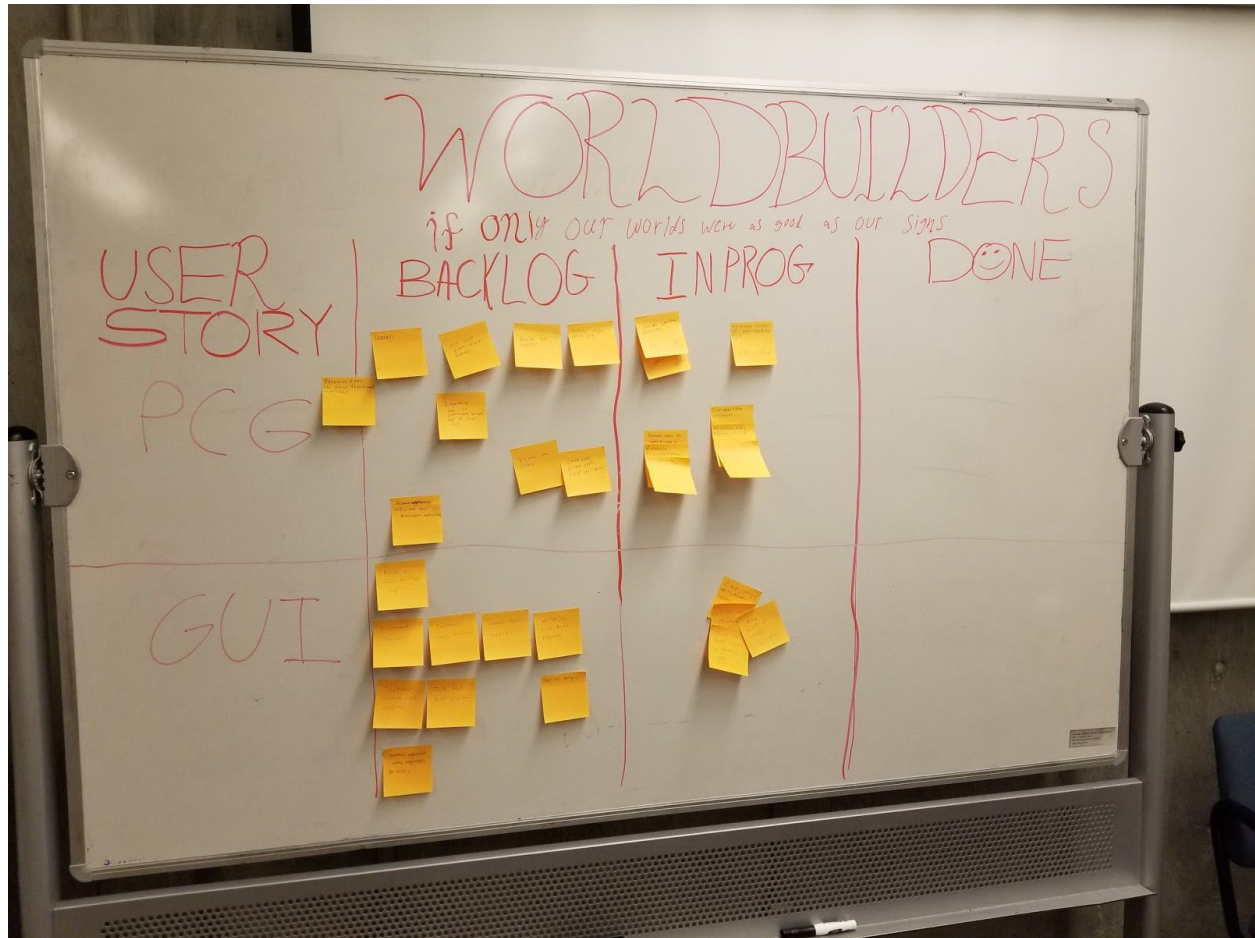
Scrum times (in Jack Baskin 302):

Saturday 1:00 PM

Monday 7:30 PM

Thursday 4:30 PM