

Sprint 4 Plan

By The WorldBuilders

To be released as WorldBuilder

Revision 0.4

Revision date December 2nd, 2019

Release coming December 2019

Goal:

Task List:

- As a user I'd like to be able to interact with the application without learning unix
 - **Tasks:**
 - Translate world generation parameters into user abstraction: 3 Hours
 - Determine acceptable bounds for all parameters
 - Change map resolution: 1 Hour
 - Make map aesthetically pleasing: 5 Hours
 - Add generation menu
 - New map function: 2 Hours
 - Link menu frame to world building parameter functionality: 8 hours
 - Save / load map seed and png from user account: 5 Hours
 - Create menu frame: 3 Hours
 - Number of continents: 5 Hours

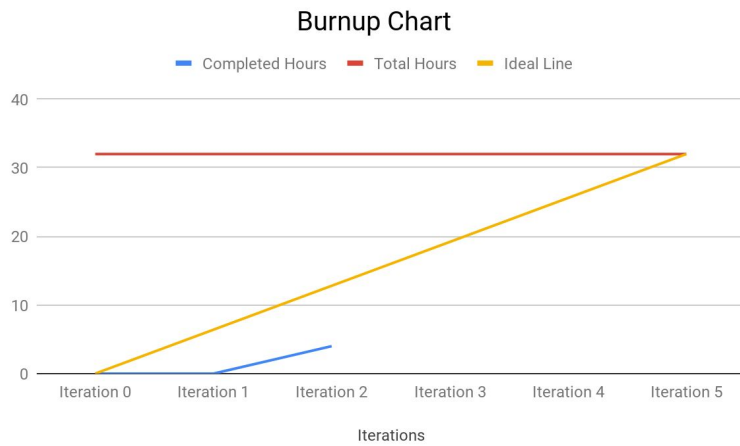
Team roles:

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

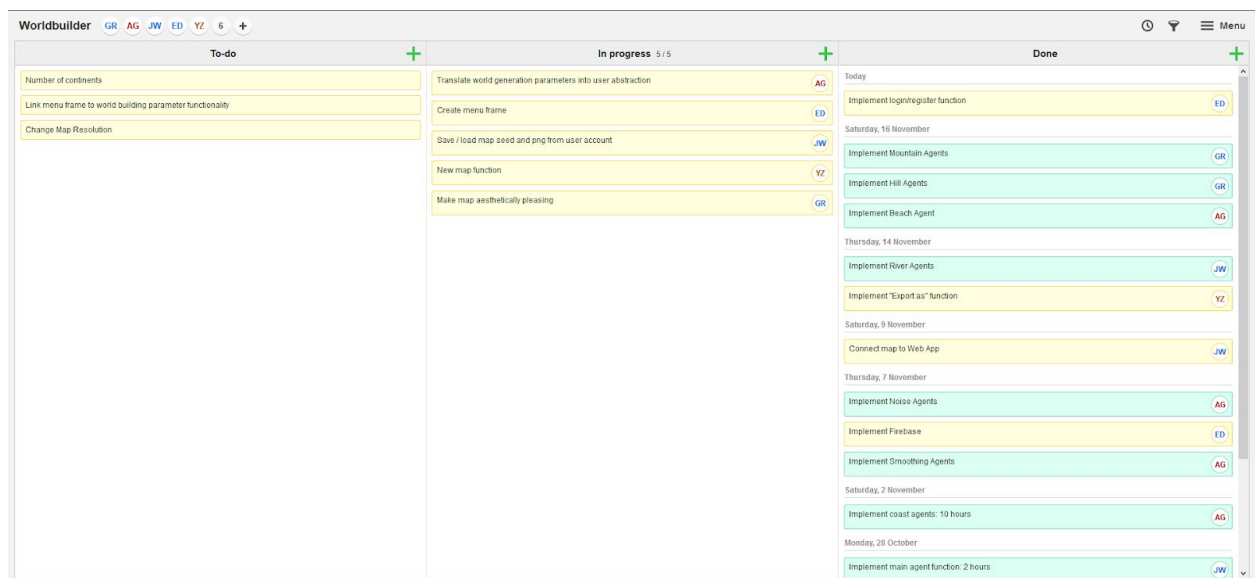
Initial task assignments:

- Jacob Wynd: Task: Save / load map seed and png from user account
- Youyou Zhao: Task: New map function
- Elizabeth Dinh: Task: Create menu frame
- Aaron Gormley: Task: Translate world generation parameters into user abstraction
- George Redhead: Task: Make map more aesthetically pleasing

Initial burnup chart:



Initial scrum board:



Scrum times (in Jack Baskin 302):

Saturday 1:00 PM

Monday 7:30 PM

Thursday 4:30 PM