Sprint 3 Plan

By The WorldBuilders
To be released as WorldBuilder
Revision 0.3
Revision date November 17th, 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:**
        - Implement login/register function: 3 Hours
            - Done Criteria: Forms implemented
            - Done Criteria: Buttons react to user input and correspond to server requests
        - Implement new map function: 1 Hour
            - Done Criteria: Calling function generates new map with new random seed
        - Implement Firebase: 5 Hours
            - Done Criteria: Firebase is successfully imported/Firebase methods are accessible for use, database/tables have been created for web app
        - Implement "Load" modal: 1 Hour
            - Done Criteria: Modal can be used to load maps stored in database
        - Implement save map function: 1 Hour
            - Done Criteria: save the map to the user
        - Implement "Export As…" modal: 2 Hours
            - Done Criteria: Can export an image of the map as at least one file common image file format (i.e. png or jpeg)
        - Implement regenerate functions and overlay: 1 Hours
            - Done Criteria: Can rerun specific agents in the map
        - Implement "Settings" modal: 2 Hours
            - Done Criteria: Settings are clearly understandable by the end user
            - Done Criteria: Changing settings makes meaningful changes to the agents that they control
        - Integrate sprint 3: 8 Hours
            - Done Criteria: All components successfully made during sprint 3 function together and are merged back in to master.
        - Connect Map to webapp: 2 Hours
            - Done Criteria: Can view the map in the web app

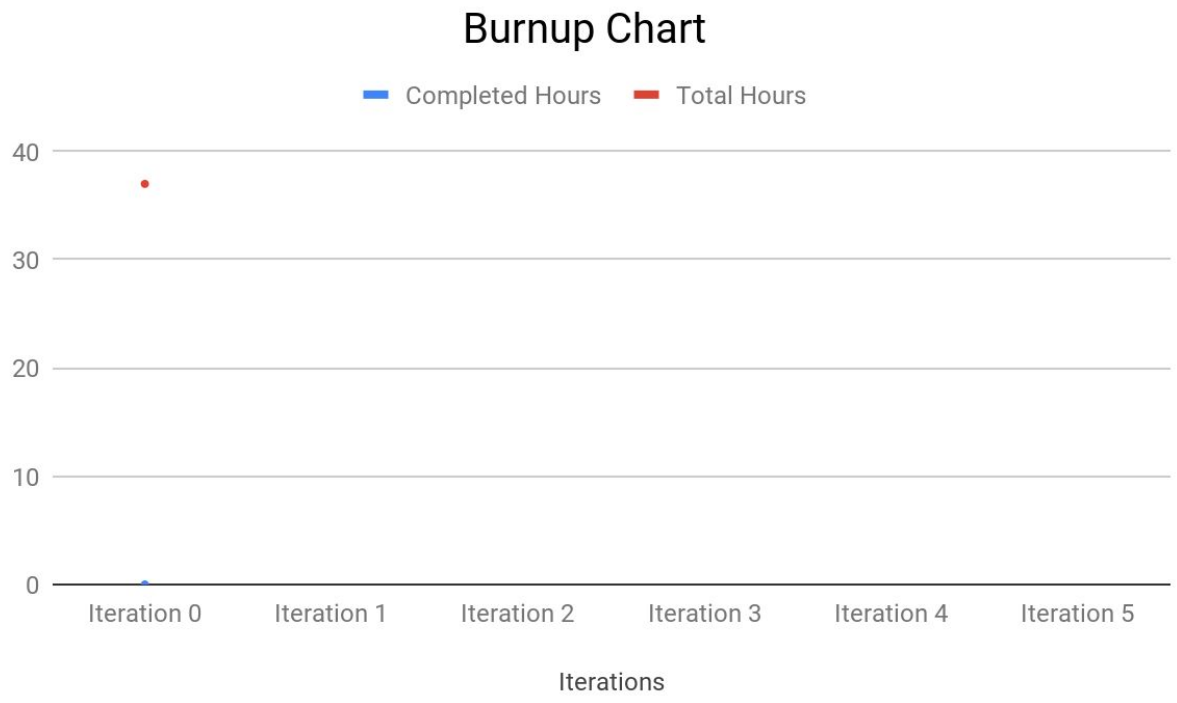
- As a user I would like to parameterize world generation
    - **Tasks**:
        - Implement River Agents: 3 Hours
            - Done Criteria: Rivers reach from mountains to the ocean
            - Done Criteria: Failed rivers are not drawn
        - Implement Mountain Agent: 2 Hours
            - Done Criteria: Mountains are only on land
            - Done Criteria: Mountains are in sloping ridges
            - Done Criteria: The number of mountains created is appropriately proportional to agent tokens
        - Implement Smoothing Agent: 2 Hours
            - Done Criteria: There are no sudden peaks or troughs in the heightmap once smoothed
            - Done Criteria: The amount of landscape smoothed is proportional to the number of smoothing agents
        - Implement Noise Agent: 4 Hours
            - Done Criteria: Landscape is of varying heights within a range
            - Done Criteria: The amount of landscape noisened is proportional to noise agent tokens
        - Implement Hill Agent: 1 Hour
            - Done Criteria: Hills are only on land
            - Done Criteria: The number of hills created is appropriately proportional to agent tokens
        - Implement Beach Agent: 2 Hours
            - Done Criteria: Only coastline is affected by the beach agent
            - Done Criteria: Beaches are smoother or rougher depending on beach agent parameters

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

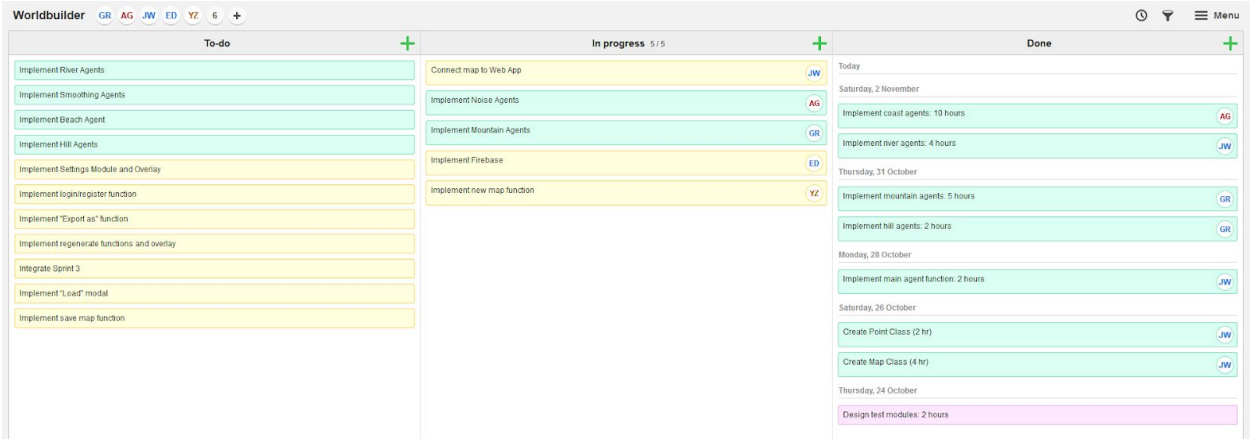
Initial task assignments:
- Jacob Wynd: Story: As a user I would like to parameterize world generation, Task: Connect map to web app
- Youyou Zhao: Story: As a user I'd like to be able to interact with the application without learning unix, Task: Implement new map function
- Elizabeth Dinh: Story: As a user I'd like to be able to interact with the application without learning unix, Task: Implement Firebase

- Aaron Gormley: Story: As a user I would like to parameterize world generation, Task: Implement Noise Agent
- George Redhead: Story: As a user I would like to parameterize world generation, Task: Implement Mountain Agent

Initial burnup chart:



Initial scrum board:



Scrum times (in Jack Baskin 302):

Saturday 1:00 PM

Monday 7:30 PM

Thursday 4:30 PM