Sprint 2 Plan

By The WorldBuilders
To be released as WorldBuilder
Revision 0.2
Revision date November 3rd, 2019
Release coming December 2019

Goal: We want the user of our program to customize the parameters of world generation. The map will be viewed and interacted with through a GUI.

Task List:
- As a user I'd like to be able to interact with the application without learning unix
  - **Tasks**:
    - Implement canvas: 2 hours
    - Implement menu structure: 3 hours
    - Implement zoom features: 3 hours
    - Implement Firebase: 3 hours
    - Design test modules: 2 hours
    - Convert information from PCG into an image: 4 hours
    - Test elements of GUI: 4 hours
- As a user I would like to parameterize world generation
  - **Tasks:**
    - Implement main agent function: 2 hours
    - Implement coast agents: 10 hours
    - Implement smoothing agents: 2 hours
    - Implement beach agents: 4 hours
    - Implement mountain agents: 5 hours
    - Implement river agents: 4 hours
    - Implement hill agents: 2 hours
    - Assess need for additional agents: 2 hour
      - City
      - Road
      - Trade route
      - Volcanos
      - Fine scale
- As a GM I would like to be able to generate a fine scale map
  - **Tasks:**
    - Define tile classes: 8 hours
      - List rules for how they connect to each other
    - Draw Tiles: 10 hours
    - Write tile placement algorithm: 12 hours
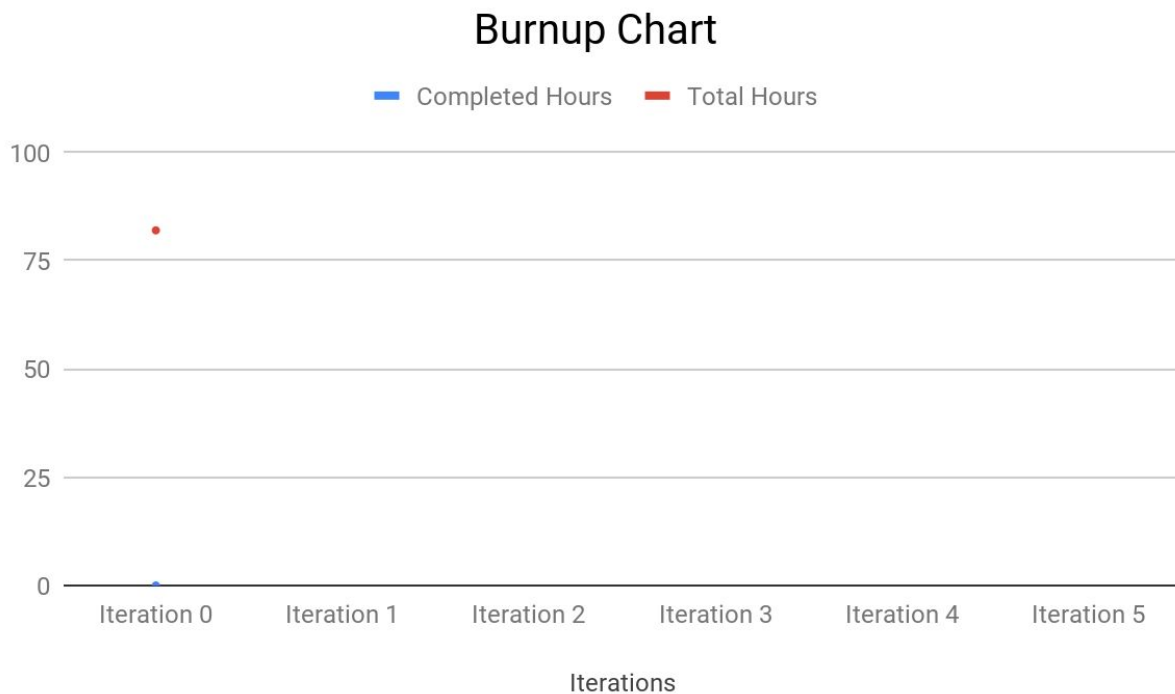
- Recommended reading: PCG Textbook Chapter 3

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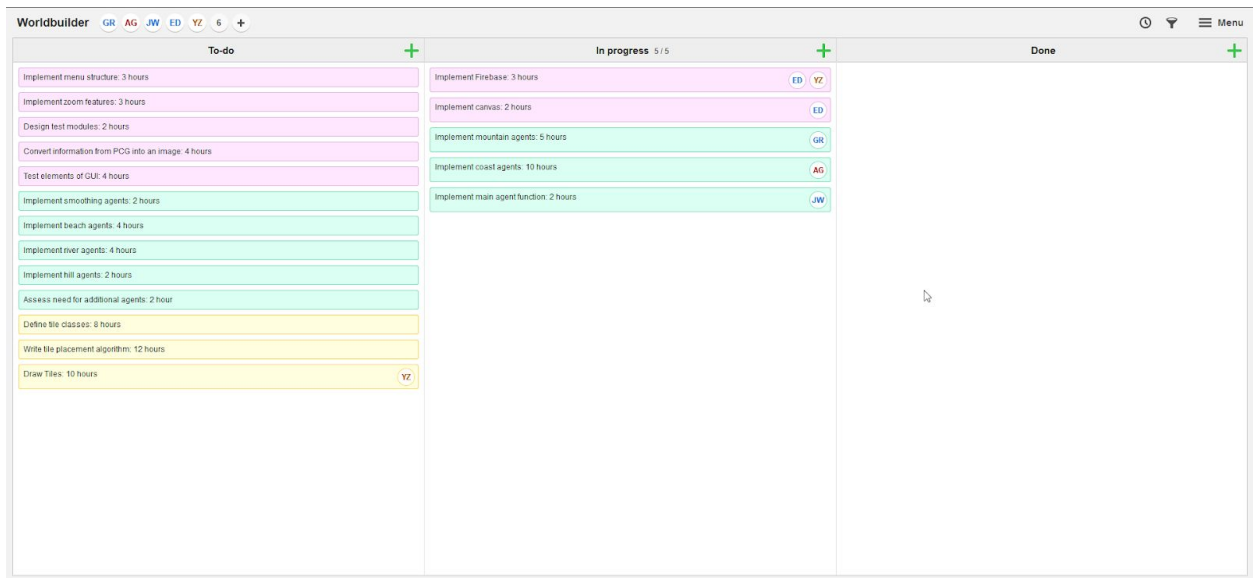- Aaron Gormley: Developer
- George Redhead: Developer

Initial task assignments:
- Jacob Wynd: Story: As a user I'd like to be able to interact with the application without learning unix, Task: Implement main agent function
- Youyou Zhao: Story: As a user I would like to parameterize world generation, Task: Implement Firebase
- Elizabeth Dinh: Story: As a user I would like to parameterize world generation, Task: Implement Firebase
- Aaron Gormley: Story: As a user I'd like to be able to interact with the application without learning unix, Task: Implement coast agents
- George Redhead: Story: As a user I'd like to be able to interact with the application without learning unix, Task: Implement mountain agents

Initial burnup chart:

Burnup Chart

Legend: ■ Completed Hours ■ Total Hours

X-axis: Iterations (Iteration 0, Iteration 1, Iteration 2, Iteration 3, Iteration 4, Iteration 5)
Y-axis: 0, 25, 50, 75, 100

Initial scrum board:

Worldbuilder GR AG JW ED YZ 6 +   🕐 ▼ ☰ Menu

To-do	In progress 5 / 5	Done
Implement menu structure: 3 hours	Implement Firebase: 3 hours ED YZ	
Implement zoom features: 3 hours	Implement canvas: 2 hours ED	
Design test modules: 2 hours	Implement mountain agents: 5 hours GR	
Convert information from PCG into an image: 4 hours	Implement coast agents: 10 hours AG	
Test elements of GUI: 4 hours	Implement main agent function: 2 hours JW	
Implement smoothing agents: 2 hours		
Implement beach agents: 4 hours		
Implement river agents: 4 hours		
Implement hill agents: 2 hours		
Assess need for additional agents: 2 hour		
Define tile classes: 8 hours		
Write tile placement algorithm: 12 hours		
Draw Tiles: 10 hours YZ		

Scrum times (in Jack Baskin 302):

Saturday 1:00 PM

Monday 7:30 PM

Thursday 4:30 PM