Sprint2 Plan

Product Name: Tetris X

Team Name: Spirit

Sprint 2 due: 7/17/2017

Revision number: 1

Goal

We will build some functions to be able for players to select difficulties for the Tetris game including easy, normal and hard.

User stories

1. As a user, I want to select difficulties for my Tetris game so that I can challenge myself.

    We have to build some functions to change the difficulties of the game. (2)

    We have to change some variables to change the difficulties of the game. (2)

    Total user story: 4 hours.

2. As a user, I want the game be able to change the speed of falling blocks and make the blocks generate at random locations to increase the difficulty.

    Easy – normal speed, fixed location, and gain normal scores.

    Normal – faster speed, fixed location, and gain more scores.

    Hard – very fast speed, random location, gain most scores.

    We have to change some variables in the functions to achieve random locations and fast speed. (2)

    Total user story: 2 hours.

3. As a developer, I want to merge the code together to make a working game on the Android phone.

    We have to export Unity project into Android Studio to merge codes together. (8)

Team Role

Jiaming Zhao (Product Owner) (Developer&UI)

Yilin Xu (Developer&UI)

Weiyi Xia (Developer&UI)

Xuanyi Zhang (Developer&UI)

Initial Task Assignment

Team member: Jiaming Zhao

User Story: As a developer, I want to change the difficulties of the game so that I could challenge different difficulties, including Easy, Normal and Hard.

Initial Task: We have to build some functions to change the difficulties of the game.

Team member: Yilin Xu

User Story: As a developer, I want to change the difficulties of the game so that I could challenge different difficulties, including Easy, Normal and Hard.

Initial Task: We have to build some functions to change the difficulties of the game.

Team member: Weiyi Xia

User Story: As a developer, I want to change the difficulties of the game so that I could challenge different difficulties, including Easy, Normal and Hard.

Initial Task: We have to change some variables in the functions to achieve random locations and fast speed.

Team member: Xuanyi Zhang

User Story: As a developer, I want to change the difficulties of the game so that I could challenge different difficulties, including Easy, Normal and Hard.

Initial Task: We have to change some variables in the functions to achieve random locations and fast speed.

Initial Burnup Chart

Chart Title

Legend: Story Point Goal — Point on the date — Column1