

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 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. (6)

Total user story: 6 hours.

2. 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)

Total user story: 8 hours.

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

