Sprint 3 Planning Document

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Team 2 – Project Trials

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**Sprint Overview**

For Sprint 3 we will focus on completing our game and polishing up what is already functioning. This will include making narrative paths(story), creative additional levels, adding more music, adding more consumables and weapons, and adding more boundary models, and general polishing and balancing.

**Scrum Master:** Ryan DeSalvio

**Meeting Schedule:**  Tuesdays, Thursday, and Saturday at 1:30pm

**Risks/Challenges:** A challenge we will face is still gaining a better familiarity with the software development package (Unity), because none of us have proficient skill with this tool. Another risk/challenge we have faced and are likely to face again are GitHub problems.

**Current Sprint Detail**

User Story #1

As a user, I would like to experience a story

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Estimated Time (hrs) | Owner |
| 1 | Write a story line before and after each level start and end | 3 | Nick |
| 2 | Make a narrative path that is prompted after perks are selected. | 10 | Nick |
| 3 | Narratives have choose-your-our story element | 5 | Keith |
| 4 | Cut scenes need to be modeled and drawn | 6 | Ryan |

Acceptance Criteria:

* Given that the story line is completed, the story should be started after each level
* Given that the narrative is completed, the story makes sense and encourages players to continue playing
* Given that the cut scenes are completed; the cut scenes are well-designed
* Given that the cut scenes are completed, the player should be able to pick their own storyline and it should effect the story

User Story #2

As a user, I would like to play multiple levels

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Estimated Time (hrs) | Owner |
| 1 | New Generations should be created for each level | 4 | Ryan |
| 2 | Design more boundary models | 4 | Garrett |
| 3 | Design a new enemy model for each level | 4 | Garrett |
| 4 | Design a boss enemy and final level | 4 | Garrett |

Acceptance Criteria:

* Given that there are multiple levels, a new random generation should be implemented for each level played in play-through
* Given that there are multiple levels, each level should use different boundary models and enemy models
* Given that there are multiple levels, a final level should be implemented and a final boss enemy should be created

User Story #3

As a user, I would like to hear a variety of music, and sound effects

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Estimated Time (hrs) | Owner |
| 1 | A different soundtrack created for each level | 12 | Nick |
| 2 | Different soundtracks should be implemented into each level | 2 | Nick |
| 3 | New sound effects should be made for each enemy | 2 | Ryan |
| 4 | Sound effects should be implemented for each corresponding event | 2 | Ryan |

Acceptance Criteria:

* Given that a user is playing through a level, different soundtracks should play for each level
* Given that a user is playing the game, new and diverse sound effects should sound at each specific corresponding event(player hit, enemy hit, etc.)

User Story #4

As a user, I would like there to be a multitude of consumables, enemy models, weapons, and boundaries

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Estimated Time (hrs) | Owner |
| 1 | Design more consumable items | 4 | Keith |
| 2 | Design more enemy models | 5 | Garrett |
| 3 | Design more weapon models | 4 | Ryan |
| 4 | Animate new weapons | 6 | Ryan |
| 5 | Design more boundary models | 4 | Garrett |
| 6 | Implement new consumable items | 5 | Keith |
| 7 | Implement new enemies | 6 | Ryan |
| 8 | Implement new weapon models | 3 | Nick |
| 9 | Implement new boundary models | 3 | Garrett |

Acceptance Criteria:

* Given that new consumable items, enemy models, weapon models, and boundary models have been designed, they look appealing and fix well into the game
* Given that all the new consumable items, enemy models, weapon models, and boundary models have been implemented, they are used in the game as GameObjects

User Story #5

As a user, I would like the game to feel balanced and well-polished

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Estimated Time (hrs) | Owner |
| 1 | Balance enemy health, hitbox, damage at each level and difficulty | 10 | Keith |
| 2 | Polish game so that it performs smoothly and with minimal bugs | 6 | Keith |
| 3 | Enemy AI follows player and can move around walls | 6 | Garrett |

Acceptance Criteria:

* Given that the balancing is completed, the game should not feel impossible and also shouldn’t feel too easy.
* Given that the player starts a play through of the game, no errors should occur, and if errors do occur the game should handle them gracefully

**Backlog**

|  |
| --- |
| Functional: |
| COMPLETE | ~~As a user, I would like to start a new game~~ |
| COMPLETE | ~~As a user, I would like to pick up items~~ |
| COMPLETE | ~~As a user, I would like to pick up weapons~~ |
| SPRINT3 | As a user, I would like to be able to choose different dialogue options |
| COMPLETE | ~~As a user, I would like to be able to view high scores~~ |
| COMPLETE | ~~As a user, I would like to know what my current health, experience bar, and level number is~~ |
| COMPLETE | ~~As a user, I would like to spend experience points on skills~~ |
| COMPLETE | ~~As a user, I would like to choose a perk after each level~~ |
| COMPLETE | ~~As a user, I would like to be able to use a controller or keyboard~~ |
| COMPLETE | ~~As a user, I would like my character attributes to be shown in a simple menu~~ |
| COMPLETE | ~~As a user, I would like to choose my difficulty level (if time allows)~~ |
| COMPLETE | ~~As a user, I would like to pause the game (if time allows)~~ |
| SPRINT3 | As a user, I would like to fight a final boss at the end of the game |
|  | As a user, I would like to fight in either ranged and melee styles |
| COMPELTE | ~~As a user, I would like to view an end-game statistics screen~~ |
| COMPLETE | ~~As a developer, I would like to like to include animations for character movement~~ |
| COMPLETE | ~~As a developer, I would like to like to include animations for character attack~~ |
| SPRINT3 | As a developer, I would like to be able to store high scores (as time allows) |
| COMPLETE | ~~As a developer, I would like for enemies to spawn at an increasing rate as the level progresses~~ |
| COMPLETE | ~~As a developer, I would like to randomly generate levels, maps~~ |
| SPRINT3 | As a developer, I would like to make sure gameplay is balanced (enemy vs. player) |
| SPRINT3 | As a developer, I would like each level to have a different setting |
| SPRINT3 | As a developer, I would like the story to be entertaining yet unobtrusive to gameplay |
| SPRINT3 | As a developer, I would like the story to be a choose-your-own-adventure style story |
|  | As a developer, I would like the game to support multiple platforms (if time allows) |
|  | As a developer, I would like to implement an achievement system (if time allows) |
| COMPLETE | ~~As a developer, I would like to incorporate a start menu that allows for starting games, and viewing high scores, etc.~~ |
|  | As a developer, I would like to allow for cooperative play (if time allows) |
| COMPLETE | ~~As a developer, I would like the game to run off an executable file~~ |
| COMPLETE | ~~As a developer, I would like to implement different terrain objects that affect the character~~ |
| COMPLETE | ~~As a developer, I would like for some enemies to follow the character blindly~~ |
|  | As a developer, I would like for some enemies to shoot the character |
| COMPLETE | ~~As a developer, I would like to have a health system for enemy (not all enemies have the same amount of health)~~ |
|  | As a developer, I would like to allow the character to equip armor as well as weapons (if time allows) |
| COMPLETE | ~~As a developer, I would like to include a credit scene at the end of game (if time allows)~~ |
|  | As a developer, I would like to include a store to purchase character skins, etc. with in-game tokens earned from completing each play through (if time allows) |
| COMPLETE | ~~As a developer, I would like to implement the Abstract Character Class structure~~ |
| COMPLETE | ~~As a developer, I would like to implement the Abstract Item Class structure~~ |
| COMPLETE | ~~As a developer, I would like to implement the Environment CLass~~ |
|  |  |
|  | Non-functional: |
| COMPLETE | ~~As a user, I would like to have fast response times with user input~~ |
| COMPLETE | ~~We must be able to play this game on PC~~ |
| COMPLETE | ~~The menus and interface needs to be simple, intuitive and responsive~~ |
| COMPLETE | ~~We must have fast frame rates, and minimize computer resources~~ |
| COMPLETE | ~~Art style must be attractive and simple~~ |
| SPRINT3 | Game must include catchy and fitting soundtrack |
| SPRINT3 | Game must include sound effects for different events |
| COMPLETE | ~~Game is stored in an executable file – this prevents people from viewing source code~~ |