

Sprint 1 Planning

Hagglers

Team Roles

Product Owner: Nick Anaya

Scrum Master: Emmie Teng

Coding Monkey: Justin Abraham, Victor Pan, Griffith Thomas, Jackson Stone, Stella Yang

Goals For This Sprint

This Sprint will be valuable as it will be setting up the foundation for the rest of this project as well as listing out all the requirements from the client. We will also be planning our database design and structure along with UI ideas. We will have the inventory and character system complete by the end of the sprint with a stretch goal of a functioning bartering system.

For this Sprint, we plan on:

- Sticking with just text and redirection links to keep things simple
- Get the web app deployed on Heroku with Ruby on Rails (0.5 hrs)
- Design and set up database structures for Players, NPCs, Items, Inventory
 - Design UML for Characters and Inventory (1hr)
 - Write Test Cases (6 hrs)
 - Scaffold Items Table (0.15 hrs)
 - Scaffold Inventory Table (0.15 hrs)
 - Seed Items Table (1 hr)
 - Seed Inventory Table (0.5 hrs)
 - Display Inventory Table (0.5 hrs)
 - Scaffold Players table (0.15 hrs)
 - Scaffold NPC table (0.15 hrs)
 - Seed Player Table (0.5 hrs)
 - Seed NPC Table (1 hr)
- Implement an interaction system between the player and NPC to initiate trade
 - Write test cases (2 hrs)
 - Display Non-Players (1 hr)
 - Display Non-Players Inventory (2hrs)
 - Set up and Display Trades (2 hrs)

(Stretch Goals)

- Implement an item value checker to only allow good trades to be accepted by the NPC
 - Write Test Cases (2 hrs)
 - Create Comparison Logic (2 hrs)

- Allows NPC to Determine Values of Their Items (2 hrs)
- Implement a bartering system that facilitates the trade
 - Write Test Cases (3 hrs)
 - Display Decision Options (2hrs)
 - Allow Players to Select Options (2 hrs)
 - Connect Decision with Item Value Checker (2 hrs)

(end Stretch Goals)

- Write scenarios for all of the above features
 - Cucumber Scenarios (2 hrs)
 - Rspec Tests (2 hrs)

Division of Features:

- Nick - Write cucumber and Rspec test cases
- Emmie - Facilitate meetings and write documents
- Stella - UML diagram design and Inventory/Item Tables (Inventory System)
- Jackson - Deploying app and Player/NPC tables (Character System)
- Justin - Interaction System
- Victor - Item Value Checker
- Griffith - Bartering System

During the period that we have not yet reached our stretch goal of bartering system and item value checker, Victor and Griffith will be helping with the inventory and character systems through peer programming.

Customer Meeting

Date: 01/05/2024 and subsequent Wednesdays

Time: 8:00 AM - 8:30 AM SGT (UTC+08:00)

Location: Google Meet

Summary of Meeting:

During this meeting, we discussed the basic ideas of the project, clarifications on bartering and currency systems, as well as the main goal for the end of the first sprint. The main goal of this project is to help players gain financial knowledge while moving through economic history through the media of a game. Our target audience will range from teenagers to adults, anyone who wants to learn more about finance as well as just simply enjoys a light game. The first minimal viable product at the end of the sprint is expected to be a deployed web app with functional inventory and character system. At the end of this project we should have something playable and enjoyable. The stakeholders will be Mr. Steven Asher, the client we are communicating with, Dr. David Kebo, the representative of the Teamup organization, as well as the potential players that will be playing the game

A lot of the implementations of the game are still undetermined and will be up to us to decide on the them. We will be scheduling another meeting with the client next week to flush out the details. Current idea is a simple side scrolling, sprite based game, and the client suggested that we look into Pixi js.

User Stories

We will probably realistically only get to finish items 1-5, but 6-8 are going to be tasks we do if we are ahead of schedule

#	Feature	Description
1	Inventory System	As a player I want to keep track of the items I currently own in the game So that I can learn how much trading power I have
2	Character System	As a player I want to have characters represented on the screen So that I can have someone to barter with
3	Interaction System	As a player I want to interact with NPCs So that I can initiate trade and gain goods
4	Item value checker	As a player I want each item to have an attached value so that I can make good deals
5	Bartering System	As a young player , I want to acquire items through exchanging so that I can learn the value of items
6	Shopping list	As a player I want to have a list of items to acquire So that I learn how to acquire items in a world without money
7	Dialogue System	As the player I want to have available dialogue to read and interact with so that I can know what is happening in the game
8	Budgeting Page	As a player I want to create a budget So that I can plan for the future

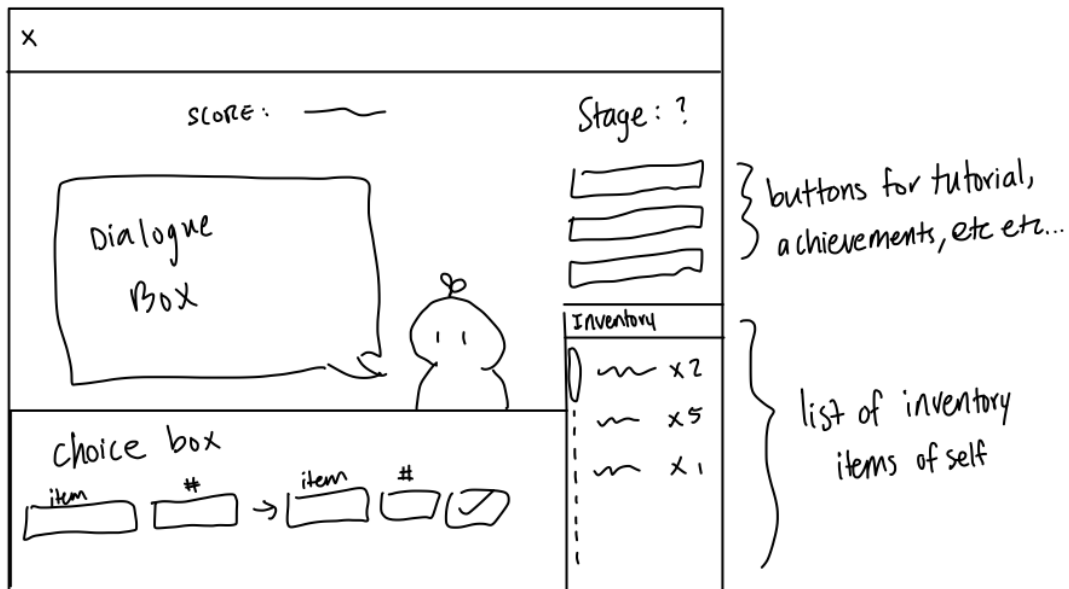
User Interface

Overall Interface

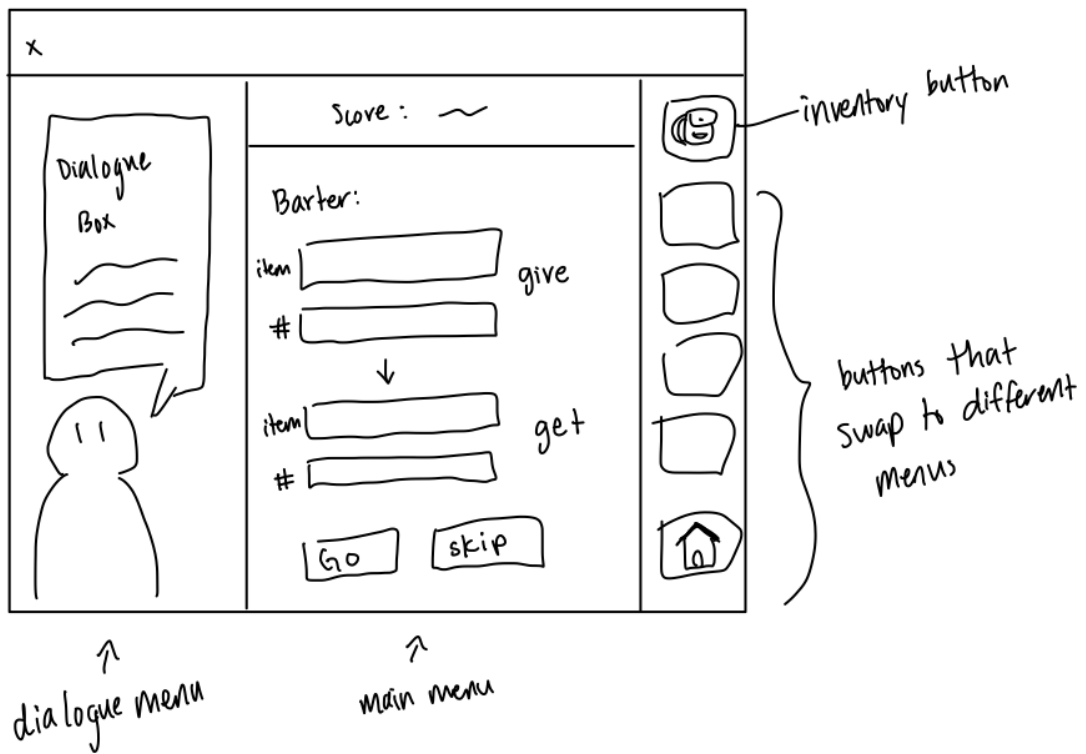
Two design ideas:

- Design 1 being the more open layout design with all of the buttons and elements
- Design 2 being more compartmentalized with divided menu sections

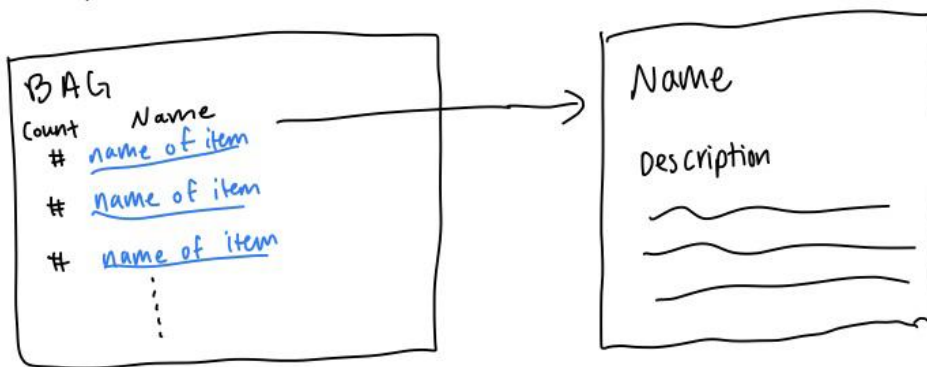
Design 1



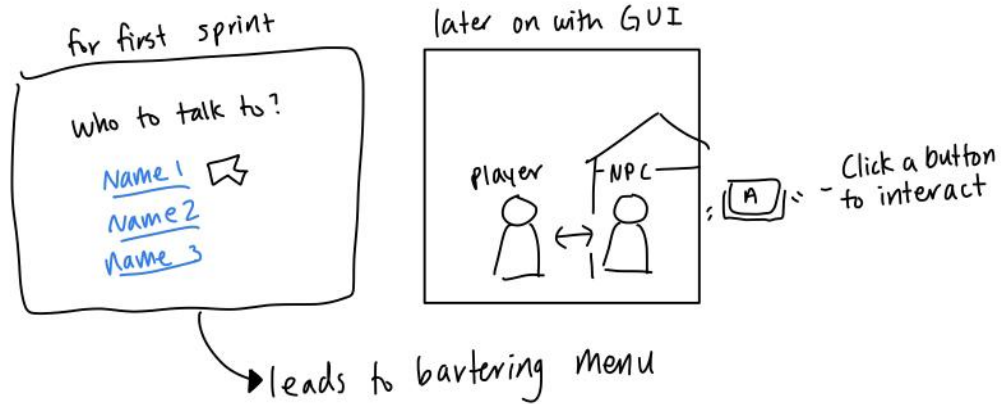
Design 2



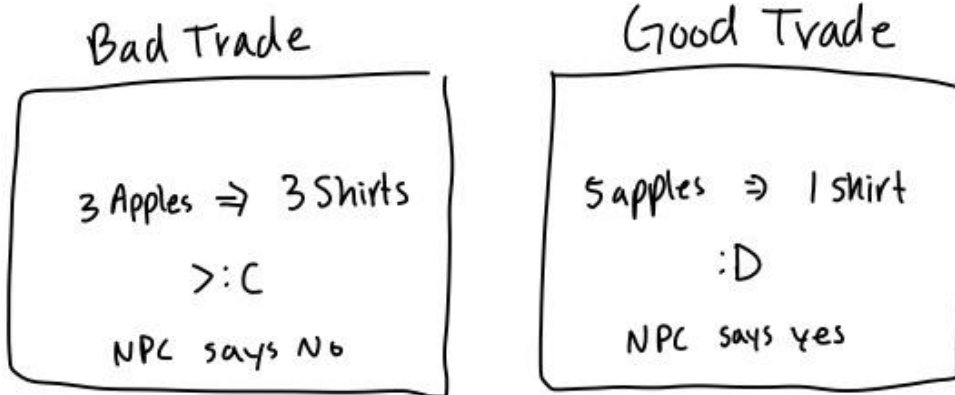
Inventory System



Interaction System



Item Value Checker



Bartering

The game will be a 2d side scroller with the player moving along to different stalls to barter

Score : ~

Barter:

item give

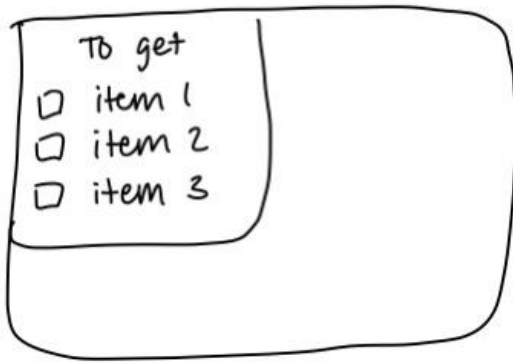
#

↓

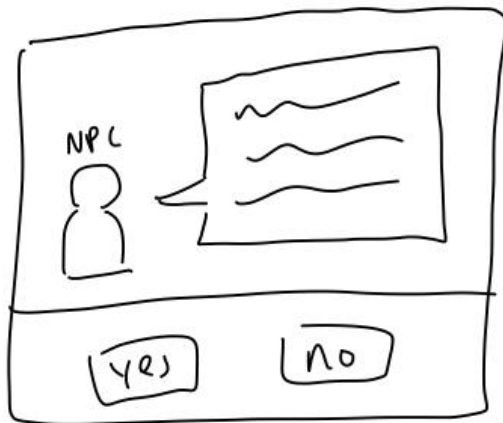
item get

#

Shopping List

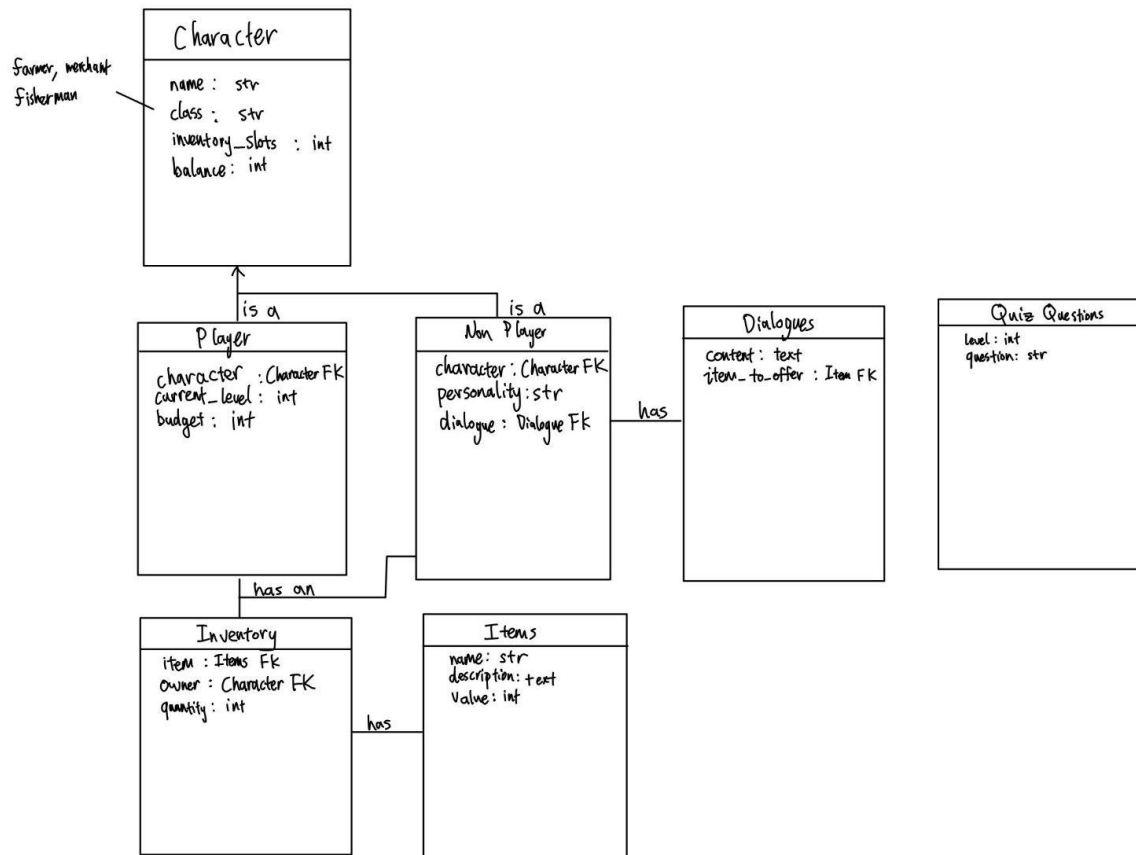


Dialogue System



Models

UML sketch



More Advanced Designs

BUDGETING

X

Dialogue Box



Score: ~

Barter:


item give

#

↓

item get

#





X

BUDGET

food & limit

material & limit



X

Lets test what you have learned!

score 3/5
Try again!

Lets test what you have learned!

① what is bartering?

A

B

C

D

② why is it important to budget?

A

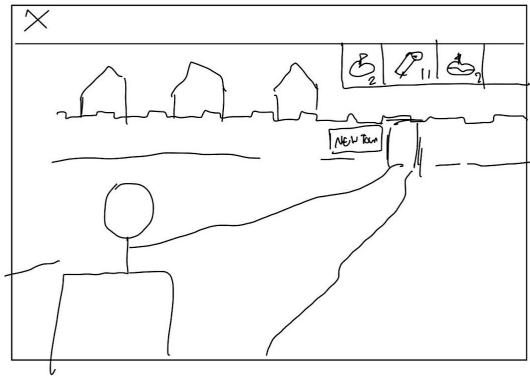
B

C

D

score 5/5
you passed

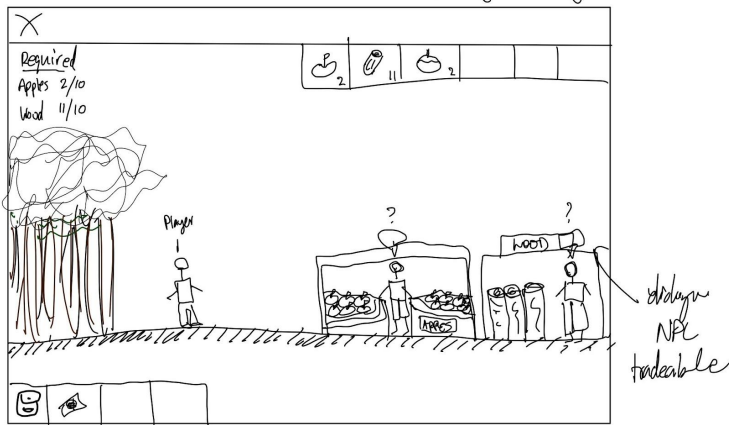
Creation of money



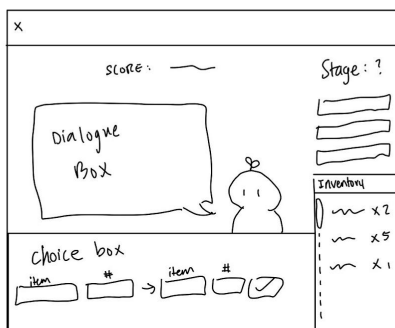
unified currency

Shopping List

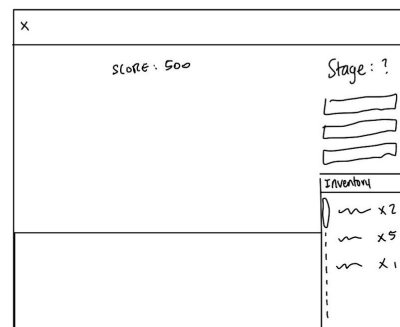
Sidescroller game design



achievements



→ make good trade →
increase score?



Project Links

Github: <https://github.com/teamup-apps-for-good/fin-lit-quest>

Project Tracker: <https://www.pivotaltracker.com/n/projects/2687724>

Slack: <https://hagglerdev.slack.com>