

Sprint 3 Plan

Product: "Not Zombies"(2D C# Game)

Team: C.C.R.A.M.

Release Date: 3/5/2015

Revision 1.0

2/21/2015

Goal:

Our Sprint 3 goal is to polish off the mechanics for our game, and to assemble the game mechanics in their entirety: We want to establish enemies as a presence in our game; to finish the map and populate it with items and buildings and enemies; to change the lighting based on the time of day in the game; and to create an endgame goal so that the player feels fulfilled upon completing the game.

User Stories / Task Listing:

- User Story 1: As a player, I want to have enemies that I can fight so that I can obtain better equipment and progress in the game. (20)
 - Task 1: Enemy AI (18 hours)
 - Task 2: Enemy inventories (4 hours)Total time for user story: 22 hours
- User Story 2: As a survivor, I want to have a day and night cycle to change gameplay and enemy interactions. (15)
 - Task 1: Day cycling (5 hours)
 - Task 2: Flashlight (2 hours)
 - Task 3: Items disappearing at night (8 hours)Total time: 15 hours
- User Story 3: As an explorer, I want there to be a complete, populated map with transitions between them so I can explore the dynamic game world. (30)
 - Task 1: Completing and connecting the maps (20 hours)
 - Task 2: Fleshing out the game world (12 hours)
 - Task 3: Buildings and chest prefabs (5 hours)Total time: 37 hours
- User Story 4: Resolve the end-game. (17)
 - Task 1: Create stronghold structure and populate (7 hours)
 - Task 2: Create object to trigger the end-game (2 hours)
 - Task 3: Make cutscene for the end-game (10 hours)Total time: 19 hours

Team Roles:

Ryan Gliever: Developer

Mat Fukano: Product Owner, Developer

Alex Buc: Scrum Master, Developer

Craig Collins: Scrum Master, Developer

Cameron Gravel: Developer

Initial Task Assignments:

Ryan Gliever: User story 3, Task 1, 2.

Mat Fukano: User story 3, Task 1, 2; User story 4, Task 1.

Alex Buc: User story 1, Task 2; User story 3, Task 3, .

Craig Collins: User story 1, Task 1, 2.

Cameron Gravel: User story 2, Task 1, 2 & 3.

Scrum times:

TuTh -- 6:15 PM