Sprint 1 Plan

Product: "Not Zombies"(2D C# Game)
Team: C.C.R.A.M.
Release Date: 2/10/2015
Revision 2.0
2/3/2015

Goal:

Our Sprint 1 goal is to get the foundations of our game working: character movement, menu design, creating the world, basic graphics/animations, and other foundational aspects.

User Stories / Task Listing:

- User Story 1: As a gamer, I want to be presented with a menu when I start up the game so that I can navigate to different game screens.(5)
  - Task 1: Draft menu design (3 hrs)
  - Task 2: Redirections to program capabilities (3 hrs)

  Total time for user story: 6 hours

- User Story 2: As a gamer, I want to be able to use the keyboard so that my character moves. (1)
  - Task 1: Implement four degree movement (up, down, left, right) (2 hrs)
  - Task 2: Implement diagonal movement (2 hrs)

  Total time: 4 hours

- User Story 3: As a gamer, I want a large regional open world so that I may explore it. (21)
  - Task 1: Create world aspects to be included (10 hrs)
  - Task 2: Design the map (10 hrs)
  - Task 3: Implement the map into Unity (10 hrs)

  Total time: 30 hours

- User Story 4: As a developer, I want to implement an inventory with a weight limit so that the player can only have limited items at the same time. (15)
  - Task 1: Create inventory schematic (2 hrs)
  - Task 2: Create GUI for inventory (4 hrs)
  - Task 3: Enable picking up world items and placing them into the inventory (6 hrs)
  - Task 4: Create drag/drop system for reordering and inventories for containers so the player can move chest items into their inventory (10 hrs)

  Total time: 22 hours

Team Roles:

Ryan Gliever: Scrum Master, Developer
Mat Fukano: Product Owner, Developer

Alex Buc: Developer
Craig Collins: Developer
Cameron Gravel: Developer

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Initial Task Assignments:
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Ryan Gliever: User story 1, Task 1 & 2. User story 3, Task 1.
Mat Fukano: User story 1, Task 1 & 2. User story 3, task 2.
Alex Buc: User story 2, Task 1 & 2. User story 3, Task 1.
Craig Collins: User story 2, Task 1 & 2. User story 3, Task 2.

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Scrum times:
MWF -- 12:30 PM
Thursday -- 6:15 PM
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