Sprint 2 Plan

Product: "Not Zombies"(2D C# Game)
Team: C.C.R.A.M.
Release Date: 2/20/2015
Revision 1.0
2/4/2015

Goal:

Our Sprint 2 goal is to get more of the mechanics for our game functional:

User Stories / Task Listing:

- User Story 1: As a player, I want an inventory so that I can see and select all items I've obtained.(14)
    - Task 1: Draft inventory design (4 hrs)
    - Task 2: Code the inventory system (8 hrs)
    - Task 3: Make GUI (6 hrs)

  Total time for user story: 18 hours

- User Story 2: As a wounded survivor, I want food that I can eat so that I can restore health and be stronger. (9)
    - Task 1: Complete item prefabs (4 hrs)
    - Task 2: Implement UI (8 hrs)
    - Task 3: Interaction of item prefabs with (10 hrs)

  Total time: 22 hours

- User Story 3: As as survivor, I want weapons to attack the enemies so that they die.(21)
    - Task 1: Create weapon sprites (8 hrs)
    - Task 2: Create weapon class (8 hrs)
    - Task 3: Create prefabs of the weapons (6 hrs)

  Total time: 22 hours

- User Story 4: As a survivor, I want to be able to use my weapons to attack the enemies so that they die. (15)
    - Task 1: Code melee weapons (10 hrs)
    - Task 2: Code ranged weapons (8 hrs)
    - Task 3: Set the animations for tasks 1 & 2 (8 hrs)

  Total time: 26 hours

- User Story 5: As a survivor, I want a realistic world that has a day and night cycle. (2)
    - Task 1: Create lighting (2 hrs)
    - Task 2: Change lighting based on the time of day (2 hrs)

  Total time: 4 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 1, Task 1, 2, & 3.
Mat Fukano: User story 2, Task 1, 2, & 3.
Alex Buc: User story 3, Task 1, 2, & 3.
Craig Collins: User story 3, Task 1, 2, & 3.
Cameron Gravel: User story 4, Task 1, 2 & 3.

Scrum times:
TuTh -- 6:15 PM
Sunday -- 4:00 PM