

Sprint 1 Plan

Product: TDZSRPG (2D C++ Game)

Team: C.R.A.M.

Version 1.0

Release Date: 2/10/2015

Revision 1.0

1/19/2015

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 hr)

Total time: 4 hours

- User Story 3: As a gamer, I want a procedurally generated open world so that I may explore it. (21)
 - Task 1: Create world aspects to be included (20 hrs)
 - Task 2: Design algorithm to procedurally generate world (15 hrs)

Total time: 35 hours

Team Roles:

Ryan Gliever: Scrum Master, Developer

Mat Fukano: Product Owner, Developer

Alex Buc: Developer

Craig Collins: Developer

Initial Task Assignments:

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.

Scrum times:

TBD