**Sprint 1 Plan**

**Random Dungeon Generator**

**Team\_35271**

**Sprint Completion Date: 2019/7/07**

**Revision #1**

**Goal:** Generate maps using a web interface that are provided to a user. The maps are customizable to a point, and randomized in fashion.

Task listing, organized by user story:

**Primary story:**  
*As a Game Developer, I want to be able to quickly generate usable 2d maps so that I can move forward with the game development.*

This maps to the following stories for this sprint:

S1

*As a Game Developer, I want easy access to an interface, so that my focus can be on more complex tools.*

* Task 1: Add essential UI elements to the page
  + Buttons: “Generate” “Download”
* Task 2: Make a server that will actually present the application to the user

S2

*As a designer, I want to have access to parameters so that I can customize and influence the map that is generated.*

* Task 3: Add sliders and number parameters to the webpage
  + Drop-down menus with text input & preset values
* Task 4: Have parameters be echoed back to a server from the client
  + A: Retrieve the parameters from the webpage
  + B: Send the parameters across the internet

S3

*As a user I want a way to be able to preview the results, so that I know where an output will appear.*

* Task 5: Implement html element (canvas) that will display a map prior to export
* Task 6: Have a way to swap between maps that have been created (may get delayed)

**Team roles:**

Sheng Yu - web developer for the design and style (CSS)

Stephen Boyd - web developer for the server

Selina Sun - web developer for the content (HTML)

James Egan - web developer for the interaction (JavaScript)

**Initial task assignment:**

Sheng Yu: Task 1,3

Stephen Boyd: Task 2, 4B, 6

Selina Sun: Task 1,3

James Egan: Task 4A

**Initial burnup chart:** A graph giving the initial burnup chart for this sprint and is labeled as such with sprint number and project name and is located in the lab.

**Initial scrum board:** Also known as a task board, the scrum board is a physical board and labeled as such with sprint number and project name and located in the lab. This board has four columns, titled user stories, tasks not started, tasks in progress, and tasks completed. Index cards or post-it notes representing the user stories and the tasks for this sprint should be placed in the user stories, tasks not started, and tasks in progress columns. Tasks associated with a user story should be placed in the same row as the user story.

**Scrum times:** List at least the three days and times during the week when your team will meet and conduct Scrum meetings. Also, indicate which of these meetings will have the TA/tutor visit as arranged with the TA/tutor. It is expected the TA/tutor will visit during the Scrum meeting during your lab time.

Monday @ 1pm - hopefully TA/tutor visit

Wednesday @ 1pm - hopefully TA/tutor visit

Friday @ 1pm

Sunday @ 1pm