**Sprint 1 Plan**

**Goal:** Add basic gameplay functionality. Allow the player to move the snake around the level and interact with food objects.

Story

Points

(3) As a developer, I want to be able to use the software we need to create the game.

* (1) Download our technologies (Godot)
* (2) Learn to use Godot, tutorials

(2) As a designer, I want a visual representation of food on the screen.

* (2) Create food sprite and place in the game world

(2) As a designer, I want a visual representation of the snake on the screen.

* (2) Create snake sprite(s) and place in game world

(8) As a player, I want to be able to control the snake with my mouse (or with a controller) so I can play the game.

* (3) Get a game object to follow the cursor
* (2) Set a max speed for the object
* (3) Track speed to distance from cursor

(3) As a designer, I want a visual indication that a player has picked up food.

* (2) Have the snake change color when food is touched
* (1) Remove food from the game world

(8) As a gameplay programmer, I want the snake to be able to pick up food in order to

progress.

* (3) Add a hit box to the snake’s mouth
* (2) Remove food object on collision with mouth
* (3) Initial effects of food object

(5) As a player, I want the camera to follow the snake so I can see around me.

* (1) Create camera object
* (1) Center camera on snake
* (3) Add smoothing effects so the camera isn’t always exactly centered

(5) As a player, I want to see that I’ve made progress by unlocking doors and/or becoming

stronger.

* (3) Allow movement past level boundary

**Team Roles:**

Chase: Developer and Product Owner

Alec: Developer and Scrum Master

Kristy: Developer

Paula: Developer

**Initial User Story Assignment:**

Chase: Control snake with mouse.

Alec: Camera Movement

Kristy: Snake State Progression

Paula: Work on sprites and aesthetics. Placement & removal from game

**Initial Burnup Chart:**

36 story points / 17 days = 2.11 story points per day / 4 people = 0.52 story pts per

member per day

**Scrum Times:**

Sunday: 5:00 - 6:00

Wednesday 10:45 - 11:00am

Weekly meeting with TA: TBD