Sprint 3 Plan

Team Rocket

Sprint Ends - 7/25/17

Revision 1, 7/19/17

**Goal:** Team will work on producing more basic components of the game while polishing features already implemented.

**User Stories (From most important to least):**

* As a player, I would like a script to instantiate new objects so I can avoid obstacles

Task 1 – Write Script (2 hours)

Task 2 – Test Script (.2 hours)

* As a player, I would like a script for math questions so I can solve math problems.

Task 1 – Write Script (2 hours)

Task 2 – Test Script (.2 hours)

* As a player, I would like collision for obstacles and the player so I have a reason to avoid obstacles.

Task 1 – Learn more about Unity’s built in collision system (3 hours)

Task 2 - Use Unity’s implemented UI to make obstacles for preexisting objects (1hour)

Task 3 - Write Script for an effect on the player depending on which obstacle was hit (1 hour)

* As a player, I would like Sound effects and music so the game is more enjoyable and aesthetically pleasing.
* Task 1: Find usable sound effects (1 hour)
* Task 2: Apply sound effects for different circumstances on the game (death, obstacle Collison, etc.). (2 hours)
* As a player, I would like a design for the gas tanks and other objects so I can experience an original game.

Task 1: Obstacle Design (2 hour)

Task 2: Background (2 hours)

Task 3: Gas tank design (2 hours)

**Teams Roles:**

* David Munoz (Scrum Master)
* Nick Zhang (Product Owner)
* Brian Edwin De Guzman (Developer)
* Ellie Qing Lin (Developer)
* Andres Segundo (Developer)

**Member -> Initial User Story -> Initial Task:**

* Brian -> Collusion -> Obstacle
* Nick -> Sound Effect and Music -> Find usable
* Ellie -> Math Script -> Hard Code Math Scripts (Not Randomly Generated)
* David -> Script to Insatiate New Objects -> Writing
* Andres -> Design for Originality -> Character.

**Scrum Board and Burn Up on online tool.**