

Project Plan & Sprint 2 Plan

1) Task Management System

- ClickUp

2) Product Goal & Backlog

a) Product Goal

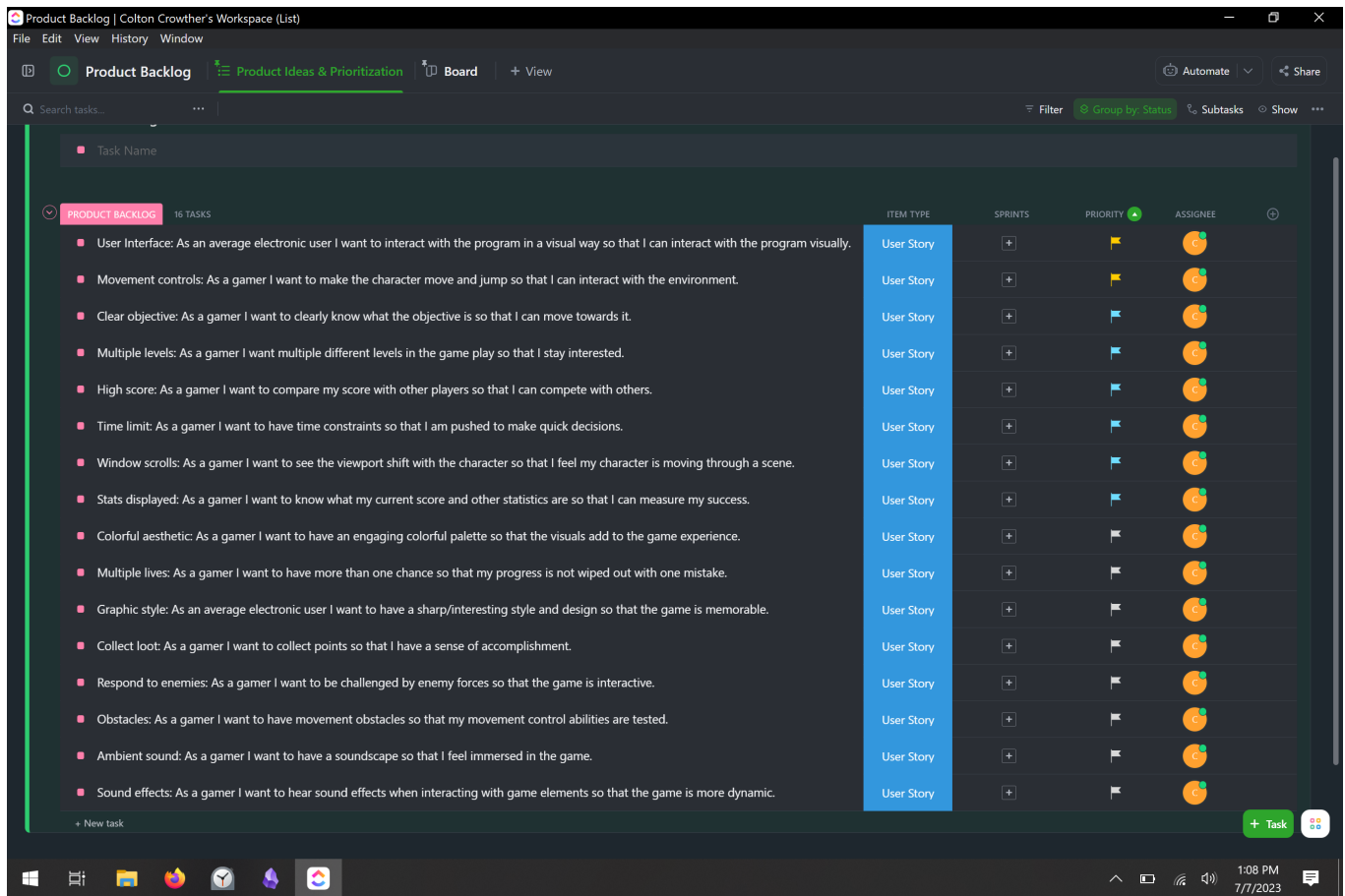
- Develop a platform video game with randomly generated levels.

b) Product Backlog

	NAME	AS A ... I WANT TO ... SO THAT ...
1	User Interface	As an average electronic user I want to interact with the program in a visual way so that I can interact with the program visually.
2	Movement controls	As a gamer I want to make the character move and jump so that I can interact with the environment.
3	Colorful aesthetic	As a gamer I want to have an engaging colorful palette so that the visuals add to the game experience.
4	Multiple levels	As a gamer I want multiple different levels in the game play so that I stay interested.
5	High score	As a gamer I want to compare my score with other players so that I can compete with others.
6	Time limit	As a gamer I want to have time constraints so that I am pushed to make quick decisions.

	NAME	AS A ... I WANT TO ... SO THAT ...
7	Multiple lives	As a gamer I want to have more than one chance so that my progress is not wiped out with one mistake.
8	Graphic style	As an average electronic user I want to have a sharp/interesting style and design so that the game is memorable.
9	Collect loot	As a gamer I want to collect points so that I have a sense of accomplishment.
10	Respond to enemies	As a gamer I want to be challenged by enemy forces so that the game is interactive.
11	Obstacles	As a gamer I want to have movement obstacles so that my movement control abilities are tested.
12	Window scrolls	As a gamer I want to see the viewport shift with the character so that I feel my character is moving through a scene.
13	Ambient sound	As a gamer I want to have a soundscape so that I feel immersed in the game.
14	Sound effects	As a gamer I want to hear sound effects when interacting with game elements so that the game is more dynamic.
15	Stats displayed	As a gamer I want to know what my current score and other statistics are so that I can measure my success.
16	Clear objective	As a gamer I want to clearly know what the objective is so that I can move towards it.

b) Screenshot



3) Non-Functional Requirements

a) Quality Attributes

QUALITY ATTRIBUTE NAME	QUALITY ATTRIBUTE DEFINITION
Dependability	consistent function and response time
Seamless	no disruption/interruption of expected performance
Usability	ease of orientation and use of the program

b) Why Chosen?

QUALITY ATTRIBUTE NAME	WHY IT'S RELEVANT TO PROJECT
Dependability	The program's communication with the level and high score service must be dependable. Without consistent communication levels will not load leading to unacceptable failure.

QUALITY ATTRIBUTE NAME	WHY IT'S RELEVANT TO PROJECT
Seamless	The levels will be randomly generated with predefined scenes. The scenes must knit together to make a cohesive, playable level.
Usability	The program takes simple user input and is based on a classic video game genre. Being a classic genre, most users have experience playing other platform games and bring with them expectations of game play/user controls. Any user should require little to no guidance on use.

c) Testing Quality Attributes

QUALITY ATTRIBUTE 1	DEPENDABILITY
Non-Functional Requirement 1	loading and saving occur in 500ms or less with 100% success rate
Test to Satisfy Non-Functional Requirement 1	Service success rate and execution time will be measured with unit tests. The unit tests will measure an average communication speed over 1,000 connections. The success rate will be recorded for those 1,000 connections as well.

QUALITY ATTRIBUTE 2	SEAMLESS
Non-Functional Requirement 2	no gaps, overlaps or visual distortion exist between any scenes
Test to Satisfy Non-Functional Requirement 2	A sample of 120 levels will be reviewed individually to ensure scenes combine correctly in a playable way. The tests will be divided equally between the 3 difficulty levels.

QUALITY ATTRIBUTE 3	USABILITY
Non-Functional	the portion of users needing more information,

Requirement 3	than is present in the UI, will not exceed 10%
Test to Satisfy Non-Functional Requirement 3	A spike will be performed of the top 50 platform games on Steam to determine most common control methods. Once functional, the program will be shown to 10 non-developer users. Each user will give feedback on any control confusion.

4) Sprint 2 Plan (Milestone #1)

a) Sprint Goal

- Create UI with character, movement controls, and window scrolling.

b) Sprint Backlog

- User Interface
- Movement controls
- Window scrolls

c) Screenshot (Sprint Backlog)

The screenshot shows the ClickUp interface for 'Sprint 2 | Colton Crowther's Workspace (List)'. The main view is the 'Sprint 2' backlog, which is currently 'Not Started' and has 47 points. The backlog is organized into three sections: 'IN DESIGN' (1 task), 'SPRINT BACKLOG' (5 tasks), and 'PRODUCT BACKLOG' (5 tasks). The 'SPRINT BACKLOG' section is the primary focus, showing tasks with their item types, priorities, sprint points, and progress bars.

Task Name	Item Type	Priority	Sprint Points	Task Progress
User Interface	User Story	High	3	0%
Create UI with character, movement controls, and window scrolling	Milestone	High	10	0%
Movement controls	User Story	High	13	0%
Window scrolls	User Story	High	3	0%
Obstacles	User Story	High	8	0%
Clear objective	User Story	High	2	0%
User Interface: As an average electronic user I want to interact with the program in a visual way so that I can interact with the program visually	User Story	High	5	0%
Movement controls: As a gamer I want to make the character move and jump so that I can interact	User Story	High	5	0%

d) Screenshots (User Story / Tasks)

- User Interface tasks

The screenshot shows the ClickUp workspace for 'Sprint 2' (Not Started, 7/10 - 7/23, Points: 47). The left sidebar contains navigation options like Home, Notifications, Show more, FAVORITES, and SPACES. The main area displays a table of tasks under the 'IN DESIGN' section.

Task Name	ITEM TYPE	PRIORITY	SPRINT POINTS	TASK PROGRESS
User Interface (3 items)	User Story	High	3	0%
User Interface	Task	High	3	0%
User Interface	Task	High	2	0%
User Interface	Task	High	1	0%

Below the 'IN DESIGN' section is the 'SPRINT BACKLOG' section with 5 tasks:

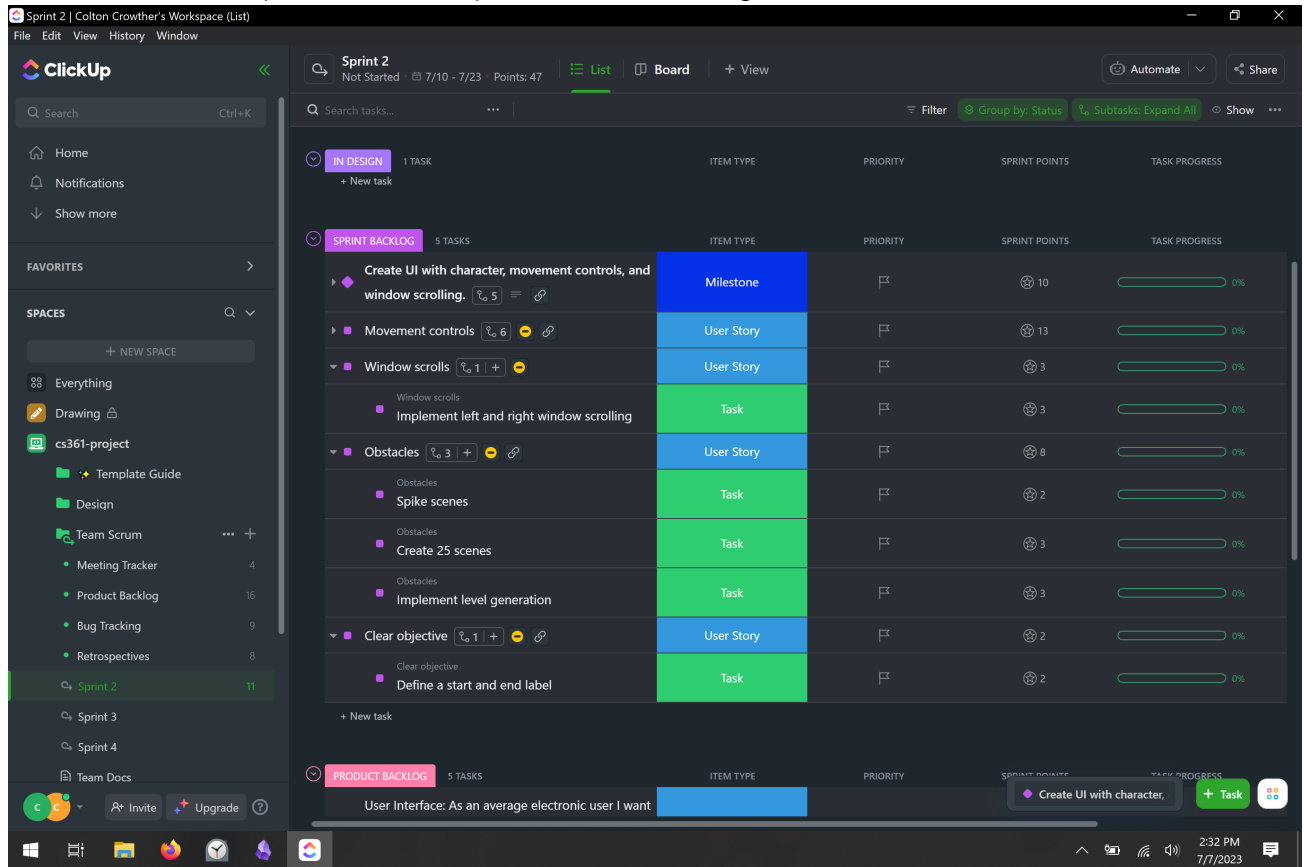
Task Name	ITEM TYPE	PRIORITY	SPRINT POINTS	TASK PROGRESS
Create UI with character, movement controls, and window scrolling. (5 items)	Milestone	High	10	0%
Movement controls	User Story	High	13	0%
Window scrolls	User Story	High	3	0%
Obstacles	User Story	High	8	0%
Clear objective	User Story	High	2	0%

- Movement control tasks

The screenshot shows the ClickUp workspace for 'Sprint 2' (Not Started, 7/10 - 7/23, Points: 47). The left sidebar is the same as the previous screenshot. The main area displays the 'SPRINT BACKLOG' section with 5 tasks.

Task Name	ITEM TYPE	PRIORITY	SPRINT POINTS	TASK PROGRESS
Create UI with character, movement controls, and window scrolling. (5 items)	Milestone	High	10	0%
Movement controls	User Story	High	13	0%
Movement controls	Task	High	3	0%
Movement controls	Task	High	3	0%
Movement controls	Task	High	2	0%
Movement controls	Task	High	1	0%
Movement controls	Task	High	1	0%
Movement controls	Task	High	3	0%
Window scrolls	User Story	High	3	0%
Obstacles	User Story	High	8	0%
Clear objective	User Story	High	1	0%

- Window scroll, obstacles, and clear objective tasks



e) Definition of Done

USER STORY	ACCEPTANCE CRITERION
User Interface	Given the program is running, when a user looks at it, then a window will display title bar, close window functionality, and basic visual environment.
Movement controls	Given the user interacts wishes to interact with the program, when the user presses the keyboard, then they will be able to move the character left, right, and jump.
Window scrolls	Given there is a window and character, when the character nears a window edge, then the window will pan left and right.
Obstacles	Given the character must move through the level, when attempting to reach the objective, then there will be challenging terrain to cross.
Clear objective	Given the level has a purpose, when the player wants to know their objective, then the objective will be

USER STORY	ACCEPTANCE CRITERION
	graphically clear.
None	Non-Functional Requirements are Satisfied