

Sprint 2 Backlog

Sprint Goal:											
User Story	Tasks	Hours estimated	Member	Tue 28th Jul	Wed 29th Jul	Thurs 30th Jul	Fri 31st Jul	Sat 1st Aug	Sun 2nd Aug	Mon 3rd Aug	
As a 3D modeller I want to UV map the improved skeleton	UV Map the improved skeleton	4	Zanda	4	4	4	4	4	4	4	
As an animator I want to rig improved skeleton	Rig the improved skeleton	2	Zanda	1	0	0	0	0	0	0	
As a player I want to see an updated weapon	Model the updated sword	1	Zanda	1	1	0	0	0	0	0	
	UV map the updated sword model	1	Zanda	1	1	1	1	1	1	1	
As a player I want to have the ability to use limbs as weapons	Simplify attacking logic in blueprints	2	Jake	2	2	0	0	0	0	0	
	Move weapon functionality to limb	6	Jake	6	6	0	0	0	0	0	
	Allow limb to work as both a weapon and a limb	6	Jake	6	6	0	0	0	0	0	
	Clean up limb class by removing shared variables from Weapon	2	Jake	2	2	2	2	0	0	0	
As a player I want bomb behaviour to be consistent regardless of framerate	Move the bomb logic into its own blueprint and make the fuse time independent of framerate	6	Julian	6	6	6	6	0	0	0	
As a player I want to have an updated timer for the HUD	Make the graphics for the HUD timer	2.5	Pav	2.5	2.5	2.5	2.5	2.5	2.5	2.5	
As a player I want to see an updated leaderboard for the HUD	Make the graphics for the HUD leaderboard	2	Pav	2	2	2	2	2	2	2	
As a player I want to see an updated player score display for the HUD	Make the graphics for the HUD player score display	0.5	Pav	0.5	0.5	0.5	0.5	0.5	0.5	0.5	
As a player I want to see an updated HUD	Remake the HUD class using UMG widgets and animations	5	Julian	5	5	5	5	5	4	4	
As a player I want to see a Rewards Chest screen in the UI	Make the UI graphics for the Rewards Chest screen	2	Pav	2	2	2	2	1	0	0	
	Create a UMG widget for the Rewards Chest screen	2	Julian	2	2	2	2	2	2	2	
As a player I want to see an updated Main Menu in the UI	Make the UI graphics for the Main Menu screen	3	Pav	3	3	3	3	2	0	0	
As a player I want to see a Profile Creation screen in the UI	Make the UI graphics for the Profile Creation screen	3	Pav	3	3	1	1	1	0	0	
	Create a UMG widget for the Profile Creation screen	1	Julian	1	1	1	1	1	1	1	
As a player I want to see an updated Options screen in the UI	Make the UI graphics for the Options screen	3	Pav	3	3	3	3	2	0	0	
	Create a UMG widget for the Options screen	2	Julian	2	2	2	2	1	0	0	
As a player I want to see an updated Credits screen in the UI	Make the UI graphics for the Credits screen	2	Pav	2	2	2	2	1	0	0	
	Create a UMG widget for the Credits screen	1	Julian	1	1	1	1	1	1	1	
As a player I want to see a Server Browser screen in the UI	Make the UI graphics for the Server Browser screen	2	Pav	2	2	2	2	1	0	0	
	Create a UMG widget for the Server Browser screen	2	Julian	2	2	2	2	2	10	0	
As a player I want to see a Host Game screen in the UI	Make the UI graphics for the Host Game screen	2	Pav	2	2	2	2	1	0	0	
	Create a UMG widget for the Host Game screen	1	Julian	1	1	1	1	1	0	0	
As a player I want to see an updated Paused screen in the UI	Make the UI graphics for the Paused screen	2	Pav	2	2	2	2	2	2	2	
As a player I want to see a Round Summary screen in the UI	Make the UI graphics for the Round Summary screen	2	Pav	2	2	2	2	1	0	0	
	Create a UMG widget for the Round Summary screen	2	Julian	2	2	2	2	2	2	2	
As a player I want to see an updated idle skeleton animation	Animate idle animation on skeleton	2	Zanda	2	2	0	0	0	0	0	
As a player I want to see an updated skeleton hopping animation	Animate right and left leg hopping animations on skeleton	4	Zanda	2	0	0	0	0	0	0	
As a player I want to see a skeleton punching animation	Animate right and left fist punching animations on skeleton	2	Zanda	2	2	2	2	2	2	2	
As a player I want to see an updated skeleton running animation	Animate running anime on skeleton	4	Zanda	3	1	0	0	0	0	0	
As a player I want have visual feedback when I am strafing	Animate left and right strafing on skeleton	4	Zanda	4	4	4	4	4	4	2	
As a player I want to have an updated jumping animation	Animate jumping on skeleton	2	Zanda	2	2	0	0	0	0	0	

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As a player I want to have an updated crawling animation	Animate crawling on skeleton	2	Zanda	2	2	2	2	1	1	1
As a player I want to have an updated animation when I have arms as all limbs	Animate all arms movement on skeleton	2	Zanda	2	2	2	2	2	2	2
As a player I want to have an updated animation when I have legs as all limbs	Animate all legs movement on skeleton	2	Zanda	2	2	2	2	2	2	2
As a player I want to have updated animations when I have arms in my leg slots	Animate arms in leg slots on skeleton	2	Zanda	2	2	2	2	2	2	2
As a player I want to have updated animations when I have legs in my arm slots	Animate legs in arm slots on skeleton	2	Zanda	2	2	2	2	2	2	2
As a player I want to have updated attacking animations	Animate updated attacking animations on skeleton	3	Zanda	2	2	0	0	0	0	0
As a player I want to have an updated bomb throwing animation	Animate updated bomb throwing animation on skeleton	2	Zanda	2	2	2	2	2	2	2
As a player I want to see these animations in the game	Import the animations from max to unreal	16	Zanda	16	10	10	10	5	2	0
As a player I want to have the ability to join any game in a list of hosted games	Implement a server browser to find local games, display their info, and connect to them. Also allow players to enter an IP address manually if preferred.	4	Julian	4	4	4	4	4	4	0
As a player I want to have the ability to host a game	Implement a Host Game screen with the desired options	3	Julian	3	3	3	3	2	0	0
As a player I want to be able to select the maximum number of players allowed when hosting a game			Julian							
As a player I want to be able to select how long a session will last when hosting a game			Julian							
As a player I want to be able to give a name to the server when hosting a game			Julian							
As a player I want to be able to choose a game mode when hosting a game			Julian							
As a player I want a new gameplay session to start after some time in the game summary screen	Implement an animated countdown when the game ends, and allow the host to game the game options for the next round if desired	1	Julian	1	1	1	1	1	1	1
As a player I want to see an updated skybox	Make a new skybox	2	Taygen	2	2	2	2	2	2	2
As a player I want to see updated terrain	Fix main level terrain	2	Taygen	2	2	1.5	1.5	1.5	0	0
As a level designer I want to block out the lower level	Block out lower level	3	Taygen	3	3	3	3	2.5	1	0
As a player I want to see additional level atmosphere	Particle effects; fog, fire, weapons, running (dirt)	5	Taygen	5	5	5	5	5	5	5
As a 3D Modeller I want to know what models to create	Write up a 3D asset list	1	Taygen	0.5	0.5	0.5	0.5	0.5	0	0
As a 3D Modeller I want to model and UV Map natural objects	Begin modeling natural objects (trees, rocks, shrubs)	5	Taygen	5	5	5	4	1	1	1
	UV Map created models	4	Taygen	4	4	4	4	4	4	4
As a development team we want to see concept art of the updated abbey	Abbey concept art	1	Taygen	1	1	1	1	1	0	0
As a programmer I want to program animation states	Set up animation state machines	16	Chris	8	8	8	8	8	8	3

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As a programmer I want to import new animations	Import new anims	3	Chris	2	2	2	2	2	2	3
As a programmer I want to check new anim notifies	Re-set up anim notifies for anim sounds	1	Chris	0.5	0.5	0.5	0.5	0.5	0.5	0.5
As a programmer I want to set up the Rubiks game Mode	Set up Game Mode type	1	Jake	1	1	1	1	0	0	0
	Give the player and each limb a colour	4	Jake	4	4	4	4	3	4	0
	Change the way the limb collection mechanic works to suit game mode	6	Jake	4	4	4	4	4	4	4
Total Hours Remaining		183		166	155	130.5	129.5	101	87.5	60.5

