Shamballs

Schedule

Methodology:

SCRUM will be used to manage this project. The project will be set up in 4 sprints. One for each milestone. The activities set for each member will be added to the product backlog, and place in each sprint backlog accordingly. This scrum board can be found on Trello.com, as this will allow for us to update, and view from anywhere, provided we have internet.

Team milestones:

Milestone 1 – First Walk and Talk: Key/Core feature(s) demonstrable.

Show current framework, discuss core features, have a menu functioning, obtain assets.

Due: 12:10pm, Friday 7th October 2016

Milestone 2 – Alpha: Playable game demonstrable, bugs may be present.

Show player movement, collisions, working menu.

Due: 12:10pm, Friday 14th October 2016

Milestone 3 – Beta: Feature complete game demonstrable, minor bugs may

be present.

Show above, and fine tweaked features implemented, file parsing, all sounds working, level editor built.

Due: 12:10pm, Friday 21th October 2016

Milestone 4 – Gold: Feature complete game.

No bugs, no crashes, multiplayer working, no lag.

Due: 5:00pm, Monday 24th October 2016

Individual Tasks:

Sean Chambers:

Task:	Complete by (Milestone):
Build basic menu	1
Obtain suitable assets	1
Refined menu	2
Add sounds	3
Build pre-made levels	4

Marc Tuckers:

Task:	Complete by (Milestone):
Player entity movement	1
Entity collisions	2
Build level editor	3

Mathew Bielby:

Task:	Complete by (Milestone):
File parsing	1
Multiplayer	4

Team Sign-off:

Sean: _SChambers_____

Marc: _____

Mathew: _MBielby_____