Sprint 1: Backlog: Minimal Gameplay Base (ordered by priority)

(Tasks may be modified depending on libgdx's capabilities)

Product Owner: Alessandra
Scrum Masters for Sprint 1: Eric and Peter
Scrum Meeting Times: Mon//Fri 2:00-2:15p.m., Weds 4:00-4:15pm

Sprint 1 Scrum Board:

User Story	To Do	In Progress (w/name)	Done
#1 (-) As developers we want to be able to work together on a game project There are no points since it depends on the individual's experience level	A. Set up, read documentations go through tutorials and about libgdx. B. Learn how to deploy something simple to the android virtual device or to a smartphone using libgdx.	A & B) All team members	
#2 (8pts) As a developer I want a foundation level where I can put objects in	A. Set up a basic game world/level (4hrs) B. Set up a camera that views the entire level (4hrs)		
#3 (5pts) As a player I want a controller that can increases or decreases my ball's mass	A. Implement the Ball object (1hrs) B. Be able to move the ball for testing purposes (1hrs) C. Implement mass control buttons (if not already provided by the library) (1hrs) D. Increase or decrease the ball's mass when the buttons are pressed (2hrs)		
#4 (SP 8) As a developer I want the the ball to be able to cling onto or release from a block with an elastic rope	A. Implement the Block object (1hrs) B. Implement the Rope object (1hrs) C. Implement collision detection if not already provided (ball hits block) (1.5hrs) D. Implement collision resolution (the rope attaches to the block and the ball) (1.5hrs) E. Apply gravity (1hrs)		

	F. Implement a button to detach the rope from ball/block (2hrs)		
#5 As a tester I want to be able to restart the level	A. Implement a button that restarts the game (load a new level or resets the ball's position) (1hrs)		
#6 As a player I want a controller that increases or decreases the ball's size	A. Implement buttons to increase or decrease the ball's size (1.5hrs) A. Redraw the ball to match size increase/decrease (1.5hrs)		

Sprint 1 Plan:

(SP: -) User Story #1: As developers we want to be able to work together on a game project (difficulty/hours will depend on the team member's experience level)

- ❏ Set up, read documentations go through tutorials and about libgdx (-)
- ❏ Learn how to deploy a simple game/application to the android virtual device or to a smartphone using libgdx (-)

(SP: 8) User Story #2: As a developer I want a foundation level where I can put objects in

- ❏ Set up a basic game world/level (4hrs)
- ❏ Set up a camera that views the entire level (4hrs)

(SP: 5) User Story #3: As a player I want a ball with a controller that increases or decreases the its' mass

- ❏ Implement the Ball object (1hrs)
- ❏ Be able to move the ball for testing purposes (1hrs)
- ❏ Implement mass control buttons (if not already provided by the library) (1hrs)
- ❏ Increase or decrease the ball's mass when the buttons are pressed (2hrs)

(SP: 8) User Story #4: As a developer I want the the ball to be able to cling onto or release from a block with an elastic rope

- ❏ Implement the Block object (1hrs)
- ❏ Implement the Rope object (1hrs)
- ❏ Implement collision detection if not already provided (ball hits block) (1.5hrs)
- ❏ Implement collision resolution (the rope attaches to the block and the ball) (1.5hrs)
- ❏ Apply gravity (1hrs)
- ❏ Implement a button to detach the rope from ball/block (2hrs)

(SP: 2) User Story #5: As a tester I want to be able to restart the level

- ❏ Implement a button that restarts the game (load a new level or resets the ball's position) (1hrs)

(SP: 3) User Story #6: As a player I want a controller that increases or decreases the ball's size

- ❏ Implement buttons to increase or decrease the ball's size (1.5hrs)
- ❏ Redraw the ball to match size increase/decrease (1.5hrs)