Sprint 1 Plan

Product/Team: Trash Toss, version 3.0

Last updated: Oct. 10, 2017. Revision 1.

Sprint Completion date: Oct. 22, 2017.

Goal:

* Gain a wholesome understanding of the game that already exists so that we can effectively move forward.
* Determine which complex items we will add to the game based on input from IDEASS.
* Add in at least one new complex item with proper functionality including new features that interact with the complex item.

* User story 1: (On-Going) As a person who works at the Santa Cruz Resource Recovery Facility, I want the game to be factual and incorporate diverse items, in order to reflect real-life complicated recycling situations, so that I can count on the members of Santa Cruz county to recycle properly and make my life easier.
* Task 1 Learn Unity and C# (10hrs)
* Task 2 Understand current code (30hrs)
* Task 3 Meet IDEASS students to determine specific items to add to the game (5hrs)
* Total for user story 1: 45 hours

User story 2: As an inexperienced recycler I want a variety of items, so I’ll be prepared to handle more obscure types of waste.

Task 4 Develop new item with placeholder graphics (15hrs)

Task 5 Add functionality so the new item can appear and work (30hrs)

* Task 6 Change the correction arrow so it looks prettier (2hrs)

Total for user story 2: 47 hours



Team Members: Claire Watts, Nick Meddin, George Somers,Vincent Kim, Morgan Scofield

Team Roles:

* Claire Watts: Product Owner, Developer, Liaison with IDEASS, Researcher
* Nick Meddin: Initial Scrum Master, Developer, C# resource
* George Somers: Developer, Unity Resource
* Vincent Kim: Developer, Designer
* Morgan Scofield: Developer, Code Analyst

Initial Assignments:

* Task 1: Everyone
* Task 2: Everyone
* Task 3: Claire
* Task 4: Vincent and Morgan
* Task 5: Everyone
* Task 6: Nick

Scrum Times:

Tues 8-9, Tues 9-10, Thurs 3-5