Sprint 2 Plan

Product/Team: Trash Toss, version 3.0

Last updated: Oct. 24, 2017. Revision 1.

Sprint Completion date: Nov. 7, 2017.

Goal:

* Add in at least one new complex item with proper functionality including new features that interact with the complex item.
* Start tracking user score/performance

User story 1: As a developer, I want to gain a good understanding of the existing code so that I can accomplish future tasks more efficiently.

* Task 1: Read through code extensively (5hrs)
* Task 2: Meet IDEASS students to determine specific items to add to the game (2hrs)

Total for user story 1: 20 hours

User story 2: As a user, I want to be able to see a cool score screen so that I can keep track of how well I’m doing in the game as well as understand the penalty of making the wrong move.

* Task 3: Implement a dynamic score that affects the items released based on performance (15hrs)
* Task 4: Represent the score on screen with score bars (15hrs)

Total for user story 2: 30 hours

User story 3: As the client (IDEASS), I want the money bar to express exactly how much money players have in the game so they can better understand the relationship between economics and recycling

* Task 5: Add numbers to represent current money next to money bar (10hrs)

Total for user story 3: 10hrs

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: Developer, Designer, C# resource
* George Somers: Developer, Unity Resource
* Vincent Kim: Sprint 2 Scrum Master, Developer, Designer
* Morgan Scofield: Developer, Code Analyst

Initial Assignments:

* Task 1: Everyone
* Task 2: Claire
* Task 3: Nick & Vincent
* Task 4: Claire
* Task 5: Morgan & George

Scrum Times:

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