Sprint 3 Plan

Product/Team: Trash Toss, version 3.0

Last updated: Nov. 5, 2017. Revision 1.

Sprint Completion date: Nov. 19, 2017.

Goal:

* Add in multiple complex items as score increases to enhance difficulty.
* Create and add in the visual graphics to represent these items

User story 1: 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: Meet with IDEASS students to determine list of complex items (2 hrs).
* Task 2: Create complex items graphically (15 hrs).
* Task 3: Add in complex items randomly (in addition to regular items) to endless mode as the player’s score grows.

Total for user story 1: 17 hours

User story 2: As a developer, I want the user to be able to wash dirty items easily during sorting so that they can effectively sort complex items that need to be cleaned.

* Task 4: Create sink graphic and place on screen. (2 hrs)
* Task 5: Add functionality so that items are washed and then returned to the top of the conveyer belt to be sorted. (10 hrs)

Total for user story 2: 12 hours

User story 3: As a player, I want items to be dispersed on the conveyor belt in a natural non-linear way so that they are easier to recognize and sort.

* Task 6: Change placement of random items as they come down the conveyor belt in endless mode. (2 hrs).

Total for user story 2: 2 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: Developer, Designer, C# resource
* George Somers: Developer, Unity Resource
* Vincent Kim: Developer, Designer
* Morgan Scofield: Sprint 3 Scrum Master, Developer, Code Analyst

Initial Assignments:

* Task 1: Everyone
* Task 2: Claire & IDEASS
* Task 3: Nick, Vincent, & Claire
* Task 4: George
* Task 5: Everyone
* Task 6: Morgan & George

Scrum Times:

Mon 9:10-9:25am, Tues 7-7:15pm, Thurs 4:15-4:30pm