Sprint 4 Plan

Product/Team: Trash Toss, version 3.0

Last updated: Nov. 20, 2017. Revision 1.

Sprint Completion date: Dec. 3, 2017.

Goals:

* Add in more complex items as score increases to enhance difficulty.
* Create more visual graphics to represent these items
* Polish/optimize game for release

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: Create additional complex items graphically (15 hrs).
* Task 2: Add these additional complex items randomly (in addition to regular items) to endless mode as the player’s score grows. (15 hrs).

Total for user story 1: 30 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 3: Create sink graphic and place on screen. (2 hrs)
* Task 4: 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 the game to be clear, visually appealing, and smooth-flowing so that the overall experience is enjoyable and effective.

* Task 5: Change placement of random items as they come down the conveyor belt in endless mode. (2 hrs).
* Task 6: Fix score so that it stops being affected after level is complete & so that it does not reset to 0 each time a new level begins (score should be cumulative). (5 hrs).
* Task 7: Make levels last longer by increasing the level goal in the game, thus allowing score to increase to a reasonable number before complex items are added to increase difficulty. (2 hrs).

Total for user story 3: 9 hours

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

Team Roles:

* Claire Watts: Product Owner, Developer, Liaison with IDEASS
* Nick Meddin: Developer, Designer, C# resource
* George Somers: Sprint 4 Scrum Master, Developer, Unity Resource
* Vincent Kim: Developer, Designer
* Morgan Scofield: Developer, Code Analyst

Initial Assignments:

* Task 1: Claire & IDEASS
* Task 2: Nick, Vincent, & Claire
* Task 3: George
* Task 4: Everyone
* Task 5: Morgan & George
* Task 6: Morgan, George, & Vincent
* Task 7: Claire & Nick

Scrum Times:

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