

CSC 424
March 2018

Sprint Plan 4:

hExSCAPE

Void

From Down2 Developers:

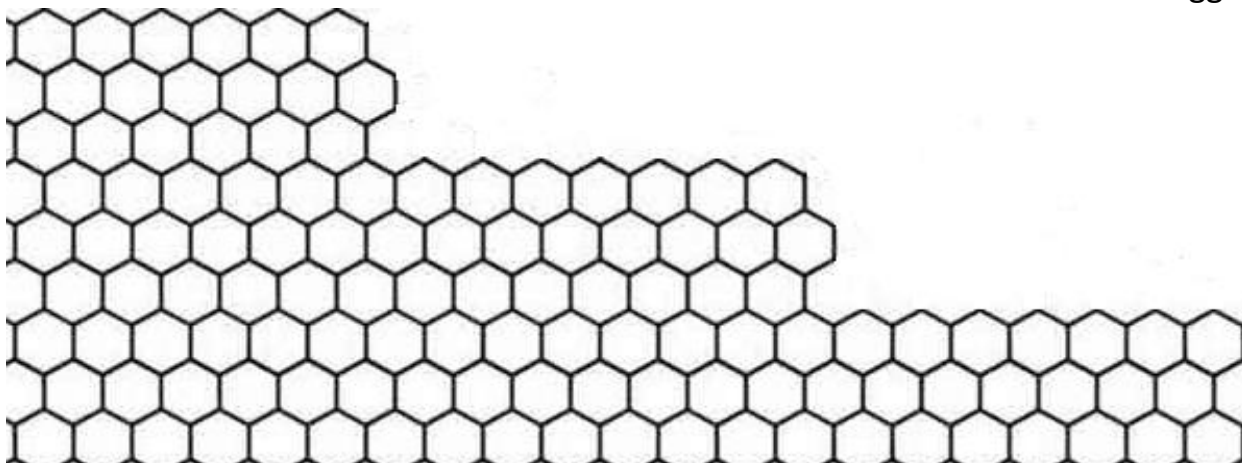
Christopher Touchette

Michael Ouille

Gabriel Mayo

Billy Loveday

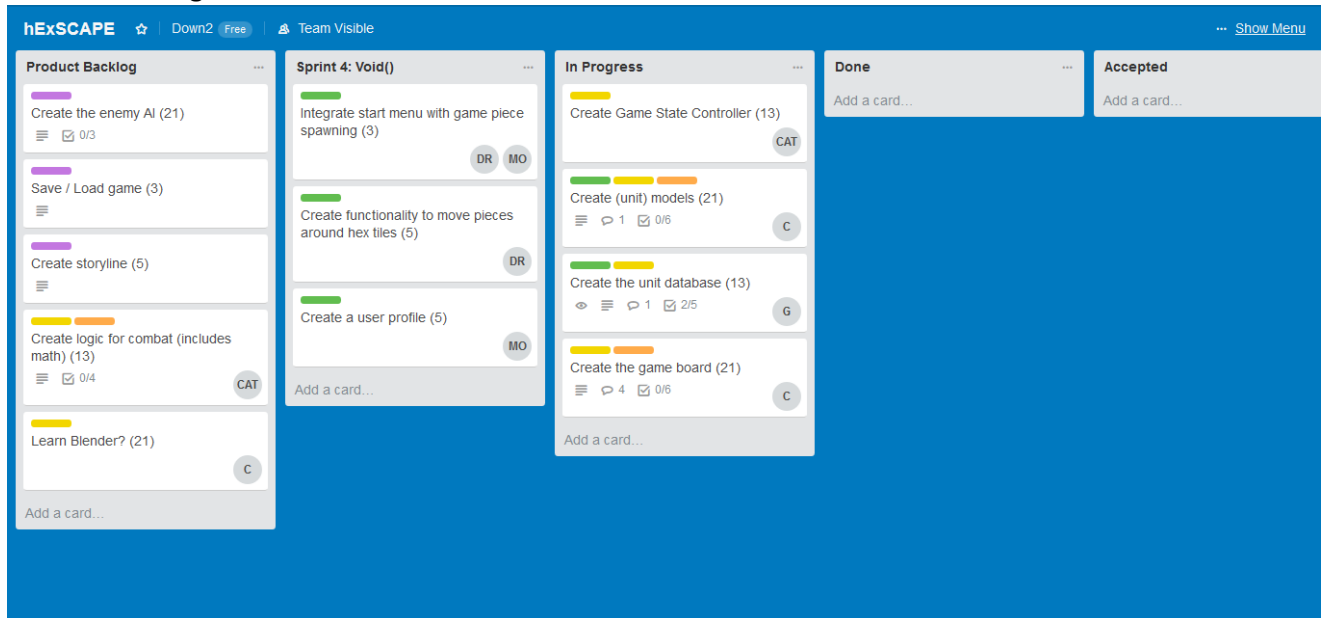
Dane Reggia



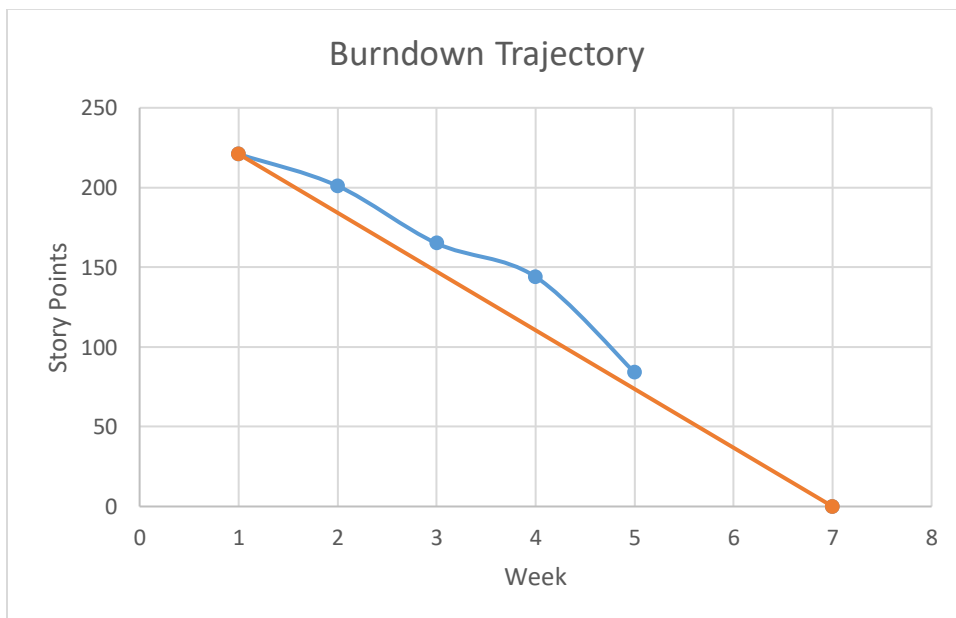
Sprint Goals and Dates

This week the team is largely still focusing on individual goals with the intent of integrating our work at a later date. Billy is continuing to work on the unit models. Dane is working on adding movement functionality for game pieces. Michael is working on creating user profiles and saving configuration data to files. Dane and Michael are also collaborating on getting the start menu to be able to load the game board and spawn units. Chris is continuing his work on the game state controller. Gabe is working on connecting the unit class to the unit database. We expect to have this work completed by April 2nd.

Product Backlog



Release Burndown Chart



Due to further story elaboration, story point totals have increased since previous sprints.

Calculated Velocity

This week, we are working to complete 60 story points.

Team Capacity Calculation

The team expects to be able to spend enough time to complete all their tasks this week.

Team Commitment

The team chose their time commitments based on the expected time requirements for their tasks. Dane and Michael each committed to 5 hours for their individual tasks and 3 hours on their collaboration, for a total of 8 hours each. Billy and Gabe each committed to 10 hours for their tasks. Chris is at home sick this week but still expects to be able to commit 5 to 10 hours to his task.

Communication and Logistics Plan

Outside of in-person meetings, the plan to communicate progress is to use the Slack chat to hold a “stand-up” meeting every evening between 8 and 10 pm. During that time window, each person will log in and write a sentence or two about what they have accomplished, any roadblocks, and what they will accomplish the next day.

Slack:

<https://csc424down2.slack.com/messages/C9BGC4YUU/>

GitHub:

<https://github.com/w968578/Down2>

Trello:

<https://trello.com/b/TOzx8K9I/hexscape>