

Sprint Plan 5:

hExSCAPE

Refactor

From Down2 Developers:

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Michael Ouille

Gabriel Mayo

Billy Loveday

Dane Reggia



**Sprint Goals and Dates**

Dane is going to attempt to complete his tile from last week, which was to create functionality to move pieces around hex tiles on the map. Michael's task will be to complete his tile from last week, which was to complete the functionality of the user profiles. Chris will be finishing the task he had last week, which was to create the game state controller. Gabe will work on the logic for the combat. Billy will continue his work on unit models and he will work on an insult introduction. We expect our work to be done by the date of April 9th, 2018.

**Product Backlog**



**Release Burndown Chart**



**Calculated Velocity**

We as a team have committed a total of 46 hours for this week's sprint.

**Team Capacity Calculation**

Our team expects to spend enough hours to complete all tasks this week.

**Team Commitment**

Billy plans on committing 24 hours of time this sprint to creating unit models. Michael will commit to 8 hours finishing the user profile settings for the main menu. Dane has committed 5 hours to creating functional moving pieces for the hex tiles. Chris will commit his 13 hours to finishing his work on the game state controller. Gabe will dedicate all 13 of his hours this week to designing the logic for the combat.

**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. The Slack account can be found by accessing the following link:

[https://csc424down2.slack.com/messages/C9BGC4YUU”/](https://csc424down2.slack.com/messages/C9BGC4YUU)