

# GameShare Sprint 4 Plan

GameShare Team

Sprint Completion Date: 12/3/2017

Version 1.0

## Goal:

Polish project by adding low-priority backlog features to the editor and game.

## Task listing by User story:

1. As a user, I want objects to have varying health and damage values.
  - Task 1: Health and damage values are set based on the game rules made in the editor (1 hour)
  - Task 2: For all collisions, change the colliders' health based on their damage values. (2.5 hours)
  - Task 3: If an object has more than 1 health and gets hit, it becomes invincible for a short time, so that they do not die instantly if hit by multiple things at once. (1.5 hours)
  - Total for User Story: 5 hours
2. As a user, I want to be able to undo/redo my editor changes
  - Task 1: Add "command" system in editor, each "command" makes a change (6 hours)
  - Task 2: Implement command history, allowing for undoing/redoing (2 hours)
  - Task 3: Add UI for undo/redo buttons (0.5 hours)
  - Task 4: Auto-save new data to database every few seconds (1 hour)
  - Total for User Story: 9.5 hours
3. As a user, I want to be able to change game rules in the editor.
  - Task 1: Create interface that allows editing game rules (2 hours)
  - Task 2: Set health values for objects in the game editor. (1 hours)
  - Task 3: Set damage values for objects (bullets, spikes, etc) in the game editor. (1 hour)
  - Task 4: Set bullet rules such as bullet speed and firing rate (0.5 hours)
  - Task 5: Set other game rules such as max players allowed (0.5 hours)
  - Total for User Story: 5 hours
4. As a user, I want to be able to customize my profile
  - Task 1: Accounts can have usernames (1 hour)
  - Task 2: Guest Users can input a custom name (2 hours)
  - Total for User Story: 3 hours
5. As a user, I want clear animations that indicate when I get hit or shoot.
  - Task 1: Animation for when bullets hit something (1.5 hours)
  - Task 2: Animation for when player shoot (1.5 hours)

- Task 3: Animation for when after something gets hit and survives, it becomes invincible for a short duration. (1 hour)
- Total for User Story: 4 hours

6. As a player, I want there to be textures and variety in the graphics.

- Task 1: Develop a system for accessing textures stored online. (2 hours)
- Task 2: Assign a stored texture to an object group in the editor. (2 hours)
- Task 3: Make objects display their assigned texture in the game. (2 hours)
- Total for User Story: 6 hours

7. As a user, I want to chat with other players

- Task 1: Add a chat box that will display text (2 hours)
- Task 2: Send messages that will be displayed in the chat box(1 hour)
- Task 3: Receive messages from other users that will be displayed in the chat box(1 hour)
- Total for User Story: 4 hours

#### **Team roles:**

Wyatt Ades: Project Owner, Developer

Riley Honbo: Developer

Patrick Landis: Developer

Lee White: Developer

Michael Yang: Scrum Master, Developer

#### **Initial task assignment:**

Wyatt Ades: User Story 2, Task 1

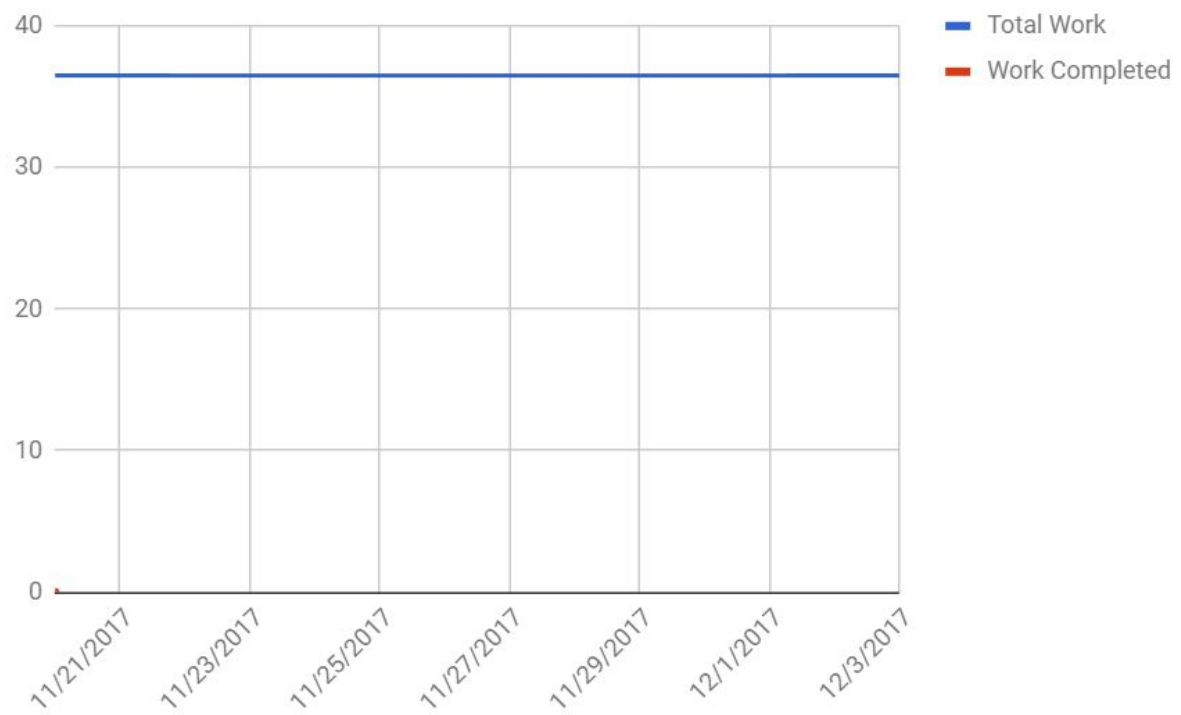
Riley Honbo: User Story 4, Task 1

Patrick Landis: User Story 5, Task 1

Lee White: User Story 3, Task 1

Michael Yang: User Story 1, Task 1

#### **Initial burnup chart:**



**Scrum times:**

M 10:30am (with TA)

W 12:00pm

F 10:30am