

# GameShare Sprint 1 Plan

GameShare Team

Sprint Completion Date: 10/22/2017

Version 1.2, revised: 10/13/2017

## Goal

To create a functioning version of the game with a preset, static level that users can play and to have everyone in the group get familiar with the technologies and layout we are using.

## Task listing by User story

1. As a player, I want to see a visual representation of my character on the game field
  - Task 1: Learn Pixi.js and JavaScript (2 hours)
  - Task 2: Set up master version of repository (project boilerplate) on GitHub (4 hours)
  - Task 3: Write test program with Pixi.js that puts a visual representation of character on the screen (0.5 hour)
  - Total for User Story: 6.5 hours
2. As a player, I want to see others on the level
  - Task 1: Learn Node.js and express (2 hours)
  - Task 2: Learn Socket.io (1 hour)
  - Task 3: Make simple server that sends player positions to the clients (1 hour)
  - Task 4: Add JS that shows other people on the server on the page (0.5 hours)
  - Total for User Story: 4.5 hours
3. As a player, I want to move myself within the level.
  - Task 1: Add JS for key events (0.5 hours)
  - Total for User Story: 0.5 hours
4. As a player, I want to see the other players movements on the level
  - Task 1: Add JS to every key event that sends new position to the server, which in turn sends to other clients (0.5 hours)
  - Task 2: Client-side, display other characters' movements sent from server (0.5 hours)
  - Total for User Story: 1 hour
5. As a player, I want a limit on the number of players active on the game field
  - Task 1: Set a cap on the number of players allowed to connect (0.5 hours)
  - Total for User Story: 0.5 hours
6. As a player, I want rectangles to be obstacles i can hide behind
  - Task 1: Add static rectangles for walls that display for all players (1 hour)
  - Task 2: Handle collisions with rectangles using Pixi.js (2 hours)

- Total for User Story: 3 hours

#### 7. As a player, I want to be able to shoot projectiles

- Task 1: Develop game logic for shooting projectiles (0.5 hours)
- Task 2: Write client-side code to render projectiles (0.5 hours)
- Task 3: Write client-side code for handling user input to fire projectiles (0.5 hours)
- Task 4: Write server-side code to synchronize projectiles between players (2 hours)
- Total for User Story: 3.5 hours

### Team roles

Lee White: Scrum Master, Developer

Wyatt Ades: Project Owner, Developer

Patrick Landis: Developer

Michael Yang: Developer

Riley Honbo: Developer

### Initial task assignment

Lee White: User story 1, Task 1

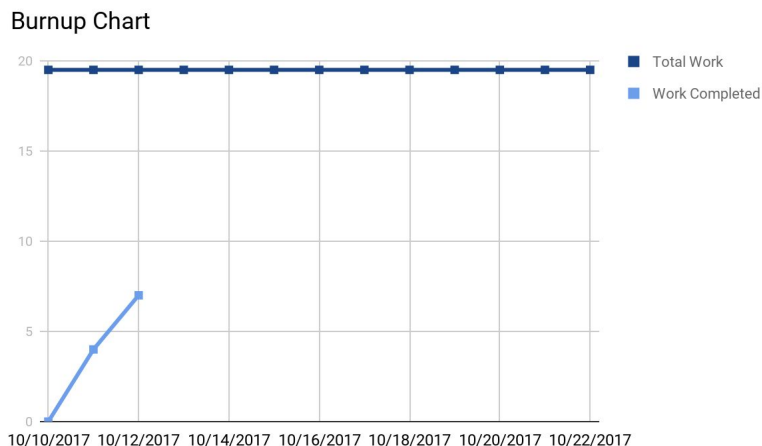
Wyatt Ades: User story 1, Task 1

Patrick Landis: User story 1, Task 1

Michael Yang: User story 1, Task 1

Riley Honbo: User story 1, Task 1

### Initial burnup chart:



### Scrum times

MF 10:20 AM

W 12 PM

TA time: F 10:40 AM