

GameShare Sprint 2 Plan

GameShare Team

Sprint Completion Date: 11/05/2017

Version 1.0

Goal:

To make a version where players can create and play their games and to add a database for the users and levels.

Task listing by User story:

1. As a game maker, I want to be able to edit a simple level made of rectangles
 - Task 1: Allow map size to be defined by the user. (1 hour)
 - Task 2: Allow users to create rectangles. (1 hours)
 - Task 3: Allow movement of rectangles. (2 hours)
 - Task 4: Allow resizing of rectangles. (2 hours)
 - Task 5: Add exporting of level data to JSON. (1 hour)
 - Total for User Story: 7 hours
2. As a player, I want bullets to react to objects and players and players to react to bullets
 - Task 1: Bullets despawn on collision with walls (2 hours)
 - Task 2: Bullets despawn on collision with players (1 hour)
 - Task 3: Players will despawn when hit (1 hour)
 - Task 4: Players respawn after a set duration after death (1 hour)
 - Total for User Story: 5 hours
3. As a game maker, I want to be able to “publish” my game and have it rendered so that I can play it
 - Task 1: Assign a sharable link to a saved level with rules. (1 hour)
 - Task 2: Users going to a level’s link should be able to play that level (2 hours)
 - Total for User Story: 3 hours
4. As a player, I want to be able to login and view the levels I created.
 - Task 1: Learn Firebase (1 hours)
 - Task 2: Implement authentication (2 hours)
 - Task 3: Implement Firebase real time database that stores levels and rules in the same format as the editor output (3 hours)
 - Total for User Story: 6 hours
5. As a game maker, I want to be able to have UI tools that let me set rules for the level
 - Task 1: Add UI elements for changing the rules in the editor page (2 hours)
 - Task 2: Parse game options and apply them to the game in the engine (1 hour)

- Total for User Story: 3 hours

6. As a player, I want an interface that shows game stats

- Task 1: Create UI design for interface (2 hours)
- Task 2: Log player kills and display them on UI (1 hour)
- Task 3: Add a UI that displays names of connected users (1 hour)
- Total for User Story: 4 hours

Team roles:

Wyatt Ades: Project Owner, Developer

Riley Honbo: Developer

Patrick Landis: Scrum Master, Developer

Lee White: Developer

Michael Yang: Developer

Initial task assignment:

Lee White: User story 5, task 1

Wyatt Ades: User story 1, task 1

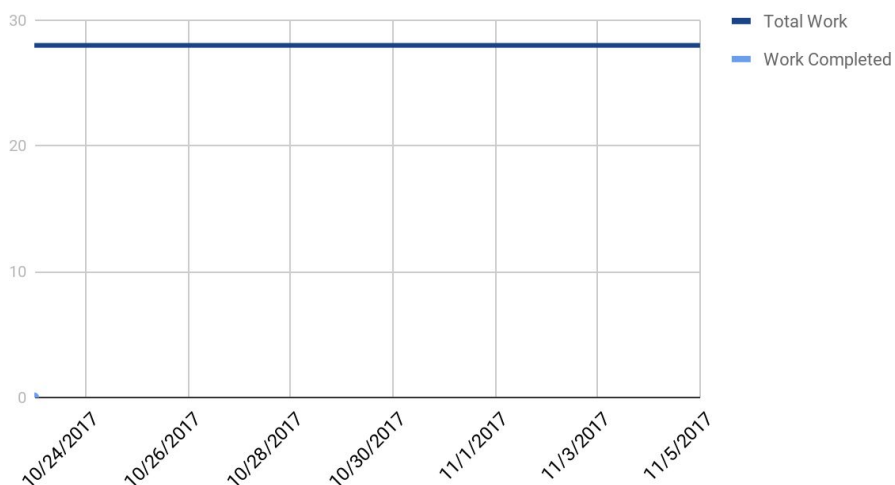
Patrick Landis: User story 1, task 1

Michael Yang: User story 4, task 1

Riley Honbo: User Story 2, task 1

Initial burnup chart:

Points scored



Scrum times:

M 10:30am (with TA)

W 12:00pm

F 11:00am