

GameShare Sprint 3 Plan

GameShare Team

Sprint Completion Date: 11/19/2017

Version 1.0

Goal:

Add game sharing and make the games more complex.

Task listing by User story:

1. As a player, I want an interface that shows who has hit the most tanks and who is on the server:

- Task 1: Create a UI that holds a score board with all the users (1 hour)
- Task 2: Display player username instead of id string (1 hour)
- Task 3: Display individual player's health & name (1 hour)
- Total for User Story: 3 hours

2. As a game maker, I want to be able to create, login, and logout of my user account.

- Task 1: User has a way to login using their google account (ex: sign in button). (1 hour)
- Task 2: User has a way to logout of their account. (0.5 hours)
- Total for User Story: 1.5 hours

3. As a game maker, I want to be able to save and load my levels at will from a list

- Task 1: Games tab on website where a user sees a list of their levels, each uniquely defined/named (1.5 hour)
- Task 2: Each level has a unique url. (0.5 hours)
- Task 3: Going to url starts that game on server that players can join (2 hours)
- Task 4: Add functioning save and publish buttons (2 hour)
- Total for User Story: 6 hours

4. As a game maker, I want to be able to have more intricate mechanics (ie. holes in the ground, different weapons, power ups)

- Task 1: Allow users to define and place spikey balls in editor. (1 hour)
- Task 2: Make spikey balls affect players in game. (1 hour)
- Task 3: Allow users to define destroyable walls in editor. (1 hour)
- Task 4: Make destroyable walls affected by players in game. (1 hour)
- Total for User Story: 4 hours

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

- Task 1: Set a texture instead of a color for an object or group in the editor (2 hours)
- Task 2: Make game engine load textures and render them on applicable shapes (2 hours)

- Total for User Story: 4 hours

Team roles:

Wyatt Ades: Project Owner, Developer
 Riley Honbo: Scrum Master, Developer
 Patrick Landis: Developer
 Lee White: Developer
 Michael Yang: Developer

Initial task assignment:

Wyatt Ades: User Story 3, Task 1
 Riley Honbo: User Story 1, Task 1
 Patrick Landis: User Story 4, Task 3
 Lee White: User Story 4, Task 1
 Michael Yang: User Story 2, Task 1

Initial burnup chart:

Points scored



Scrum times:

M 10:30am (with TA)
 W 12:00pm
 F 10:30am