

Category	Tasks or Requirements	Description & Comments	Planned Due	Status (and finished date, if overdue)	Burn-down Score
Backlog					
To Do!!					
In Process					
To Verify					
Done	As a player, I want to be able to go to a website to get more info about the game	Have a couple of game screenshots and game playing guide	Sprint 6 2018	Sprint 7 2018	6
Done	As a player, I want to do something in order to properly win the game	Idea: Winning method - destroy enemy's supercomputer located at their end of the map once player collect enough points	Sprint 7 2018		7
Done	Game Over screen to show at the end of the game ("You Win" / "You Lose" screen with probably total score the player have)		Sprint 6 2018	Sprint 7 2018	4
Done	Create SRS (software requirement specification) documents	Final note: Project Design have detailed enough information	2018	Sprint 7 2018	3
Done	As a player, I like to collect the points so that I can win the game when I have enough points	Idea: Player should collect 490 points first before they'll be able to attack enemy's supercomputer and win the game	Sprint 4 2018	Sprint 7 2018 (Verification took much longer than expected)	7
Done	As a player, I like to see some animation to notify when something has been added to collection.	Final note : all the visual effects seems to be working	Sprint 7 2018		7
Done	Implementing SuperComputer	SuperComputer have its own HP and can only be damaged if player have score more than 490	Sprint 6 2018	Sprint 7 2018	6
Done	Scoreboard v2 with more beautiful design	Scoreboard UI was too basic before.	Sprint 7 2018		7
Done	As a player, I want some sound effect playing to get a more immersive game playing session	At least background music to get the players in the mood to play the game	Sprint 7 2018	Background music OK	5
Done	As a player, I want to be able to play the game on a proper map with obstacles and stuff	Have some obstacles on the map so that players need to strategize their game in more detail rather than just move in a straight path towards their enemy	Sprint 7 2018	No change, but new floor is good	5
Done	As a player, I want a more noticeable sign to show that it's my turn to move now.	Increase font size on the screen, make the UI more noticeable	Sprint 7 2018		5
Done	As a stakeholder, we need to refactor the classes so it makes better sense instead of what it used to be before.	Internal: Clean up the code as much as possible so that no one will forget which code did what	2018	Sprint 7 2018	7
Done	As a player, I like more collectibles to spawn at random location and random time.	Find various 3D models of computer parts and accessories to use as the prefab for collectables	Sprint 5 2018	Sprint 6 2018	4
Done	Final character design: Either we create our own 3D models, look up free 3D models online or create generic toon for all types.	Just for a better game visual. We probably could create our own character designs if we have enough time after we finish up the whole game mechanics	Sprint 6 2018	Modify the free 3D models to get those in line with the theme of our game	7
Done	Character modelling: 3D weapon objects for the toons	Use Blender to create 3D models	Sprint 5 2018		3
Done	As a stakeholder, we need to decide whether vuforia is a good AR platform to import instead.	Final note: Vuforia was good! We're good to go with this AR engine.	2018	Sprint 5 2018	9
Done	Update project requirements in more details	(assignment due Friday March 30)	Sprint 5 2018		4
Done	As a player, I like to have advance attack type.	We will implement King, Queen and Pawn type. King can kill everything, whereas queen can only kill other queens and pawn. Pawn can only kill pawn.	Sprint 5 2018	Sprint 4 2018 (King = CPU, Queen = RAM, Pawn = HDD)	8
Done	As a player, I want to see a good UI which consist of toon types and better UI buttons	Just need a low-fidelity user interface - can be done using hand sketch or Photoshop	Sprint 4 2018	Already implemented UI is good enough	6
Done	As a player, I want to see scoreboard so that I can keep track of my progress.	Note: Just some simple progress bar will do so that the players could know if they've reached 490 points or not to attack their opponent's Supercomputer	Sprint 4 2018	Sprint 3 2018	6
Done	As a player, I like my toons to have health so they don't die after getting hit once.	Discard one-hit kill mechanism, can prolong playing time too	Sprint 3 2018	Sprint 3 2018 (Improved attack mechanism implemented)	5
Done	As a player, I want to control the camera so that I can move around the map freely.	Update (Sprint 6 2018) - AR implemented, use Vuforia camera instead of internal controllable camera	Sprint 3 2018		5
Done	Spawning collectables to increase player's controllable toons and score so that they'll have more variables to play for in strategizing their game	(End of sprint comment) The collectables works as intended (increase score), but more to be done so that it can be spawn randomly (position and time)	Sprint 2 2018	Sprint 3 2018	6
Done	As a player, I like a option to spawn more toon and toon spawner location should be random only handled on the server.	Note: Use VintagePC models as the trigger (similar to collectable items) to spawn more toons	Sprint 4 2018	Sprint 2 2018	5

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Done	Regroup and rethink about the whole project	Thinking about what needs to be done first to get the project done within the estimated time (might need some downsizing - cut down some ideas that seems not doable)	Sprint 1 2018		2
Done	Updating Demo Presentation Report for Final Presentation (Fall 2017)	Demo including actual player mechanics and unity stuff. Doesn't need to be too extensive. Some player movement on the terrain and maybe some attack moves should be fine.	Sprint 7		4
Done	Preparing the project report (end of 2017)		Sprint 7		3
Done	Get the initial design for in-game characters done in 3D models	Final note: Failed to make the initial 2D character design into 3D models so we'll proceed to find free 3D models online as replacement instead. Getting the game playable is the top priority right now.	Sprint 6	Initial plan failed but Plan B is good	4
Done	Implementing basic attack animation	Doesn't have to be too detailed, just some visual so the players can see something happening in the game	Sprint 5		4
Done	Website - hand drawn wireframe for homepage		Sprint 4		2
Done	As a player, I want to have easier way to control the toons (UI buttons and stuff)	We need to make three button: ending turn ("endturn" button down event should fire), attack ("Fire1"), and moving ("Fire2"). Suggestion: Set the OnClick and point it to KeyDown. We're going to ditch current cross platform input buttons and want these buttons available for both desktop and phones.	Sprint 3		4
Done	As a player, I want to attack enemy player that's within attacking range.	Implement simple attack (don't worry about type data, virus and antivirus for now) on other player using attackable area (smaller moveable area). Suggestions: Scale move area prefab in ProtoControl and reuse it. Spawning of the area is same as moveablearea. ProtoMove already have canattack syncvar, we can use that. You can set the colliding toon as attackable or something then check the boolean. Attack can be some sort of indication that something had happen like a bob on toon head or something. Use fire2 event for triggering like fire1 for move. Setting for that is under Edit -> Project Setting -> Input	Sprint 3		4
Done	As a player, I want to be able to select my toon and choose a destination so that my toon can move there.	Create a cross hair in the middle of the camera and a button to interact / select. Make sure you can avoid collisions if there is one and not walk over lava and such!	Sprint 3		3
Done	Creating the initial 3D map design	Have some objects on the terrain, preferably something computer based.	Sprint 3		2
Done	As a server, I want to keep track of all player's toon along with the stats and game condition so that game is reliable and available.	Idea - get every toon of a player organized in array	Sprint 2		4
Done	Create a Use Case Diagram for the game	This will be our initial guide of how we will build the game	Sprint 2		2
Done	As a player, I want an easier way to create match and customize toons		Sprint 2		3
Done	As a player, I want to join a game hosted online so that I can play with other people.	Multiplayer setting - maybe try using Unet	Sprint 2		4
Done	Planning and designing the website's wireframe by hand		Sprint 2		2
Done	Planning and designing the game basic UI design by hand	Create the drawing into vector	Sprint 2		2
Done	2D character designs: Hand-drawn initial design of the toons	Need at least 3 designs, one for each of the classes	Sprint 1		2
Risks Management	Game testing difficulties after AR implementation	Final note - Got no other choice but to dropped Vuforia first, work on anything that needs repairing before implementing Vuforia back. It's easier to play (and debug) the game on Unity rather than on mobile since we can get the error notification on Unity straight away	Sprint 6 2018	Troublesome workaround but it's doable	7
Risks Management	As a player, I want to utilize my phone to see the game and interact so that I can experience augmented reality.	Failed to implement VR in Sprint 1 2018 so we'll put this one on hold for now	Sprint 1 2018	ARCore implementation failed but Vuforia was good (task completed and implemented Sprint 5 2018)	8

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Risks Management	Overall coding efficiency	Front-end and Back-end team can't work on the same thing simultaneously due to the nature of our code	2018	More thorough scheduling is needed so that no 2 works got clashed with each other (always check on Project Schedule and Trello)	4
Risks Management	Implementing input manager	Cross Platform Manager no longer supported in the latest Unity build	Sprint 3	Rewriting input manager code	6
Risks Management	Multiplayer client implementation		Sprint 2	Modify Netplay and Unet for it to work on mobile platform	6
Dropped	As a player, I want to hide my toon so that I can have a better strategy to win the game	Need rethinking whether this feature could really boost up the game-playing experience and useful for players in creating their strategy to win the game	2017	Not a good function, hinders playability	4
Dropped	Create a login and registration page for new player	Final note: Function not needed since we couldn't get the score from the game to the web server	2018	Couldn't get the game to send player's final score to the web	6
Dropped	ProtoStats.cs (or could be other solution too) - Implementing health, attack power and types for the toons	Toons type: Virus, Antivirus or Data. Each will be advantageous or disadvantageous towards each others	Sprint 5 2018	Change with a new attack mechanism	8
Dropped	Website design - create a page to show players ranking	Ranking will be based on the total score that the player have after finishing the game	Sprint 5 2018	Couldn't get the game to send player's final score to the web	6
Dropped	As a player, I want a fun enemy (AI) to play against so that the game isn't predictable and repetitive.	Need proper implementation so that the AI doesn't only have single pattern to play the game - this could takes much time since our game is strategy-based and could have many solution to win the game	2018	Not enough time to create good AI that can use the whole game strategy	10
Remarks	Explanation				
	User stories				
	Task finished on time				
(with date)	Task finished, but not on planned due				
	No change needed				
	Task cancelled				