

# Sprint planning Androidsquad

Senast ändrad: 2013-05-31

## Sprint #1

User story	Business value (1-4)	Development effort (1-4)
As a user, I want to have some music to improve my experience.	3	3
As a user, I want to see keys	3	2
As a user i want to be able to push button New Game and get to a new screen	4	1
As a user, I want to see the room I'm in so I can play	4	2
As a user I want to see a door in the room	3	3
As as a user I want to sse my screen devided so I can see several views in a activity	2	3
As a user, I want the color of the room to be the same on the middle screen as my position on the map.	4	2
As a user I want to see the map so I know how rooms are connected	4	3

## Product backlog

User story	Business value (1-4)	Development effort (1-4)
As a user, I want the room to change its color to correspond to the door I just clicked.	3	3
As a user I want to see clearly on the map where my starting position is, and where the final destination is	2	2
As a user, when looking at the map, I want to see my own position.	3	3
As a user I want to se the color of the door so I know which key to use	3	1

As a user I want to see the color of the room I am currently in	4	1
As a user I want to see my position on the map	3	2
As a user, I want to see how big the map is for this level.	1	2
As a user, when finishing a level/map, I want to see the time it took for me to finish the level/map	1	1
As a user I want to change room by clicking on the door	4	1
As a user I want to be able to move between rooms, in order to reach the end	3	3
As a user I want to be able to switch off the music if I want	1	2
As a user, I want to be able to pick up keys using the touch function.	3	2
As a user, I want to know if I'm going to die so that I can survive	2	2
As a user I shall only have access to a door if I have the correct key	2	3
As a user I want to see the keys that I currently have in my inventory	3	2
As a user, I want to see the room I am in, with the correct doors attached to it, as seen on the map.	2	3
As a user I want to be able to play the game on devices with different screen size	1	3
As a user I want to see a bar showing how long I can stay in one room	1	3
As a user, after finishing a level/map, I want to see my highscore	1	3
As a User I want to se drawn connections between the different room so I know how I can move	1	2

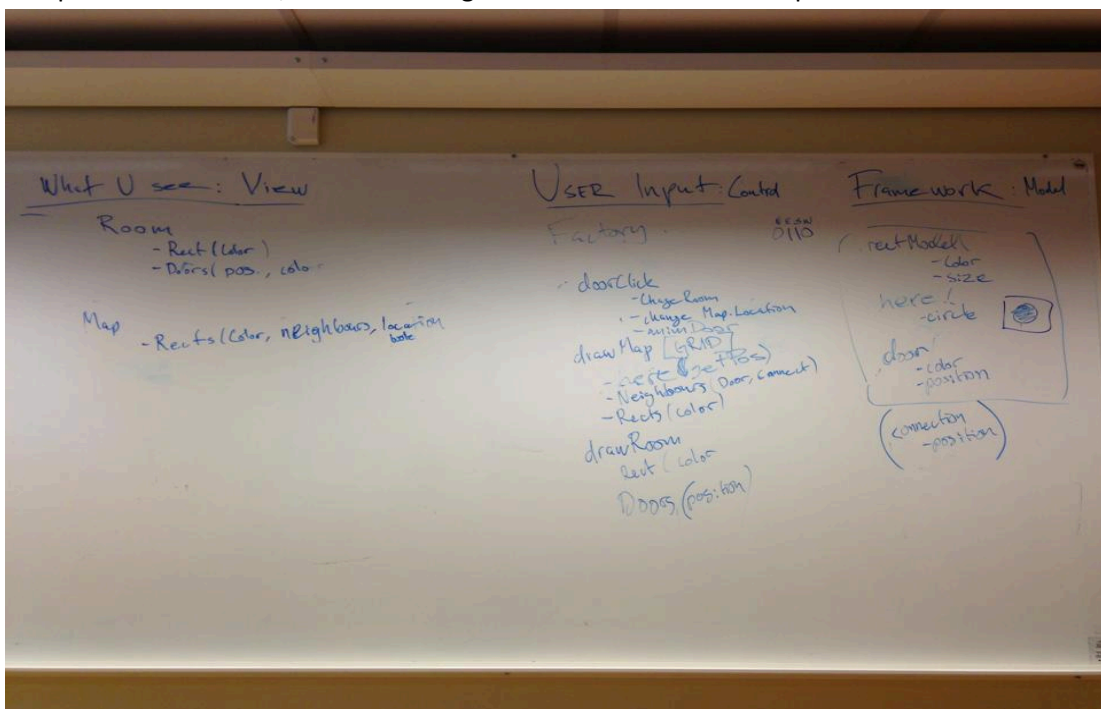
As a user, I want a reward when I finish a level so I stay motivated playing the game	1	3
As a user closing the application, I want to be prompted to save if I have made any change in my data since the last save.	1	3
As a user playing the game, I would like to view my score!	1	3

### What to do

Under denna första Sprint ska vi lära känna utvecklingsplattformen för Android. Målet är att under denna Sprint få en applikation där man kan välja att påbörja ett nytt spel. Som användare ska man då se färgen på det rum man för närvarande befinner sig i, samt att man ska se en karta som visar hur banans rum är sammankopplade. Man ska även se nycklar på skärmen, samt höra musik. Målet är även att få en ökad förståelse för ADT och användningen av Git och Scrumarbetsättet.

### How to do it

Vi ska sätta oss in i det material rörande ADT och Git som vi fått från föreläsningar, samt söka på annan extern information som kan vara till hjälp. Vi ska läsa in oss på relevanta klasser som kan behövas för att få upp vår första funktionalitet. Vi ska börja skriva kod för den första funktionaliteten. Vi behöver verkligen sätta oss in i Git, då detta för oss inte var helt självklart från början. Vi ska även läsa in oss på MVC-modellen, då denna troligen kommer vara bra att implementera.



Detta är en bild av vår inledande planering av vår applikationen. De tre kolumnerna representerar uppdelningen av applikationen enligt designmönstret MVC.