Sprint Plan # 3

Context Project: Games
Group: 1

User Story	Task	Assigned to *	Estimated effort (1 - 5)	Priority (1 - 3)
n.a.	DEADLINE product planning final 15/05	Dennis	-	1
	Improve product planning taking into account the feedback given by the TA's	Team, #Jonathan	3	1
	Add references	Team, #Dennis	2	1
	Polish	Danilo	1	1
n.a.	DEADLINE emergent architecture design draft 15/05	Olivier	-	1
	Design game architecture (class responsibilities, UML diagrams, etc)	Team, #Stephan	3	2
	Improve EAD taking into account the feedback given by the TA's	Danilo	2	3
As a user I want to be able to use my body to manipulate the wave	Test wave formation	Stephan	3	1
	Bind controls to wave manipulation	Danilo	2	1
	Implement restrictions (no weird shaped waves are formed)	Dennis	3	2
	When wave coordinates change wave structure "smoothly"	Dennis	3	3
As a user I want to have targets that can be hit and disappear after hit	Add a standard moving targets that the ball can hit and will disappear after hit	Stephan	3	3

08/05/2015

As a user I want to have obstacles that hinder the movement of the ball	Add a simple wall obstacle that can hinder the ball on the way	Stephan	2	3
As a user I want to be able to use my body to manipulate the wave	Camera detection script runs in opencv in java	Olivier	1	1
	Camera detection algorithm to find important control points	Olivier	4	1
	Test Camera detection	Danilo	5	2
As a user I want physics to be available in the game to affect the object rolling on the wave	Test ball movements/physics	Jonathan	3	1
	Add custom ball movement (balls never stop rolling)	Jonathan	3	2

* All　　= each member individually

* Team　= together with team

* #　　　= responsibility

Priorities:

1. Very urgent, usually with a deadline
2. Important task, should be completed in the current sprint
3. Can be moved to next sprint if tasks with a higher priority require more time than expected

08/05/2015