

# Sprint Plan # 5

Context Project: Games  
Group: 1 (a.k.a. Funkey Donkey Studio)

	Task	Assigned to *	Estimated effort (1 - 5)	Priority (1 - 3)
	DEADLINE emergent architecture design draft 29/05	Olivier	-	1
	Design game architecture (class responsibilities, UML diagrams, etc)	Team, #Stephan	3	1
	Improve EAD taking into account the feedback given by the TA's	Jonathan	1	1
	DEADLINE pitch 27/05	Danilo	2	1
	CHI PLAY paper outline bullet points and abstract	Olivier	1	3
<b>User Story</b>				
As a user I want to be able to use my body to manipulate the wave	Add camera interpretation controls to SplineCurve	Danilo	4	1
	Refactor and test SplineCurve code	Stephan	4	2
	Test camera detection	Olivier	4	1
As a user I want to have multiple obstacles appearing and disappearing over time	Add more obstacles that appear and disappear over time	Stephan	3	2

15/05/2015

As a user I want the game to have a clear theme that makes the game easy to understand	Define theme (surfing, skiing, etc) power-ups design depends on this task.	Team, #Stephan	1	1
As a user I want to be able to activate several different power-ups that become available when reaching certain combo counts. These power-ups change the game in a fun way	Implement power-ups, that change gameplay, that can be activated and deactivated	Jonathan	4	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