

# Sprint Plan # 4

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 22/05	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
<b>User Story</b>				
As a user I want to be able to use my body to manipulate the wave	Bind controls to wave manipulation	Danilo	2	1
	Implement restrictions (no weird shaped waves are formed)	Dennis, #Danilo	3	2
	When wave coordinates change wave structure "smoothly"	Dennis, #Danilo	3	3
As a user I want to have targets that can be hit and disappear after hit	Add standard moving targets that the ball can hit and will disappear after hit	Stephan	3	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
As a user I want to be able to use my body to manipulate the wave	Camera detection algorithm to find important control points	Olivier	4	1
	Test Camera detection	Danilo	5	2

15/05/2015

As a user I want targets to have an influence over the combo count	Implement counting the combo when balls hit targets	Jonathan	2	2
As a user I want the HUD to display important	show combo count on hud	Jonathan	1	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