

Sprint Plan # 2

Context Project: Games
Group: 1

User Story	Task	Assigned to *	Estimated effort (1 - 5)
n.a.	DEADLINE Product planning draft 08/05	Dennis	-
	Construct product backlog (meetings)	Team	3
	Define DOD (definition of done)	Team	2
	Construct Roadmap (release schedule/release goals)	Team	2
	create UML diagram	Team	2
	DEADLINE Product Vision final 08/05	Dennis	-
	Improve the Product Vision taking into account the feedback given by the TAs	Team	2
	DEADLINE first peer evaluation 08/05	Olivier	-
	Do the peer evaluation	All	1
	DEADLINE demo 08/05	Jonathan	-
	Prepare jMonkey demo	Jonathan	1
As a user I want to be able to use my body to control points of the wave in the game	Prototype camera detection implementation	Olivier	5
	Write function that draws line to represent wave	Stephan, Danilo	3
As a user I want physics to be available in the game to affect the object rolling on the 'wave'	Develop ball object that rolls over a line	Jonathan, Dennis	3

*All = each member individually

*Team = together with team

01/05/2015