Sprint Plan #1	Game Context: Light Game	Group 5	
User Story	Task	Responsibility	Estimated Effort (hours)
	High level UML to have an overview of component structure of the game.	Jorai	1,5
	Choosing number 1 concept (based on preliminary feedback)	All	0,25 (15 min)
	Familiarising yourself with the game engine	All	Couple of hours
The client wants to see the first renders of the projections on my screen	Set-up first rendering through the game engine	Jorai	2
	Expanding number 1 concept (before pitch)	Liam	1
	Deciding on jMonkeyEngine vs LibGDX	All	0.5
	Creating gameplay definitions document	lke	0,5
	Describing basic level layout	Liam	0.25
	Create first basic assets	Martin	1
	Familiarising with animations in chosen engine	Mitchell	1,5
	Summarise necessary sound effects/music	lke	0,5
	Logo and/or name concepts	Mitchell	0,25
	Looking into useful additional testing frameworks	Liam	0,5