Sprint Plan # 5

(for the week of June 2)

Context Project: Games
Group: 5

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User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a user, I want both the throttler and driver to play a defining role.	21	Different views throttler/driver	Pim, Kevin	4
	22	Deceiving road markings	Ramin, Mourad	3
	23	Slower driving on specific tiles (obstacles)	Robert	1.5
As a user, I want the game to have well working basic features	24	Solid collision detection	Pim, Kevin	3
	25	Restart button	Ramin	1.5
The process must follow the guidelines.	26	Scrum Reflection	Kevin	0.5
	27	Interaction Design research and report	Robert	1
The product must be robust and well tested.	28	Write additional unit tests	Mourad, Ramin	3
	29	Implement movement prediction for less data usage over network (Low priority)	Pim, Kevin	2
	30	QA Testing	Mourad, Robert	3
	31	Fix combination of Jenkins + Unity Test Tools	Mourad	1
	32	Create UML diagram of current code and compare to current diagram	Ramin	1.5