

Sprint Plan # 6

(for the week of June 9)

Context Project: Games
Group: 5

Pim van den Bogaerd, pvandenbogaerd, 4215516
Ramin Erfani, rsafarpourerfa, 4205502
Robert Luijendijk, rluijendijk, 4161467
Mourad el Maouchi, melmaouchi, 4204379
Kevin van Nes, kjmvannes, 4020871

User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a user, I want both the throttler and driver to play a defining role.	33	Steerer 'slow'-light feature	Pim	1
	34	Add slow-down tiles to usertesting track	Kevin, Ramin	2
As a user, I want the game to have well working basic features.	35	Collision detection fixes	Pim	1
	36	Sprites for basic features (car / finish / arrows for throttler / deceiving road marks)	Ramin	1
	37	Starting screen with tutorial option	Pim	2
The process must follow the guidelines.	38	Update emergent architecture design document	Kevin, Mourad	1
	39	Update class diagram	Kevin, Mourad	1
	40	Scrum Reflection	Kevin	0.5
	41	QA Test report	Robert	2
The product must be robust and well tested.	42	More unit tests	Mourad	4
	43	Merge unit tests	Kevin, Mourad	3
	44	More QA tests	Mourad, Robert	4
As a user, I want to have something to strive for.	45	Timer	Kevin	1.5
	46	Finish line	Robert	1

As a user, I want to control either the steering wheel or the throttle.

47

Speed + Steering adjustments and tweaks

Robert

1