SCRUM plans week 4 (from May 12)

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TI2805 Contextproject 2013/2014, TU Delft
Group 5, Computer Games

Product backlog with tasks, assignments and estimates

1. Design document
   The final version of the Design document must be finished.
   Team member(s): Mourad and Pim.
   Estimation: 5 hours.

2. Product planning draft
   Team member(s): Ramin and Robert.
   Estimation: The draft will need 3 hours of work of each team member. This is based on working on papers in the past.

3. Emergent architecture design draft
   Team member(s): Kevin, Mourad and Pim.
   Estimation: The draft will need 3 hours of work of each team member. This is based on working on papers in the past. This is 3 hours because this document is likely to be more work than the product planning.

4. Class diagram
   In this task the team will work on making a diagram of the existing classes and the classes to come. This is because we want to have an overview of our system.
   Team member(s): Kevin, Mourad and Pim.
   Estimation: This task is done in 5 hours, this is based on that we have not yet an idea how our system is going to be.

5. Networking
   - Learning about networking in Unity
     This is one of the possibilities for networking. Because of this it is essential to know how networking in Unity works. The knowledge of networking in Unity does not need be very in-depth. We only need to know what is possible in Unity and explain how it works.
     Team member(s): The whole team.
     Estimation: For finding out about the networking of Unity each team member will spent 2 hours.

- Setting of the server
  Eventually we will need a server. This is because we need multiplayer. The team will need a basic server, we need it to store data, and we need to get data.
  Team member(s): Mourad.
  Estimation: 2 hours: because there are many useful tips on the internet on how to set up your server.

- Making send and receive via a network
  In this task the members involved will need to send and receive text-messages to each other. They will produce the code for it.
  Team member(s): Ramin and Robert.
  Estimation: This is likely to be reasonable simple task, because it happens a lot these days.

- Which information needs to be sent
  In this task the members involved will find out what information is essential for to sent to the other player in the game.
  Team member(s): Kevin.
  Estimation: 1 hour, because most data is fairly obvious.

6. Steering
   - Gyroscopic steering
     This team member will work on the completion of Gyroscopic steering.
     Team member(s): Kevin.
     Estimation: 5 hours. In this time it will likely not be fully implemented, but it can be used. This is based on the fact that Android has many tutorials on all kinds of concepts, thus also on gyroscopic steering.

   - Speed up/slow down via the touchscreen
     This task is to find out and implement the speed increase/decrease via a touchscreen.
     Team member(s): Pim.
     Estimation: 5 hours. This also uses the touchscreen and Android, so there is a guide for it.

Previous sprint plan

1. Design document
   - Choose a test framework and make it ready for use: Pim. Estimate: 3-5 hours.
     Actual effort: 3 hours.
2. Primitive circuit
   - Create a simple circuit: Mourad. Estimate: 4-6 hours.
     Actual effort: 3 hours.

3. Car
    - Create a car with simple control: Ramin. Estimate: 4 hours.
      Actual effort: 2 hours.
    - Create a simple sprite: Ramin. Estimate: 8 hours.
      Actual effort: 8 hours.
    - Implement simple velocity physics: Kevin. Estimate: not known.
      Actual effort: not known.
4. Camera
    - Create a camera that follows the car: Robert. Estimate: 8-10 hours.
      Actual effort: not known.

Reflection

In the last sprint we did not know how much time it would take to learn/make a game in Unity. This turned out to be really simple, so we put little time in it but we thought we would need much more time.