Sprint Plan # 6

(for the week of June 9)

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.	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	Fill background with grass sprites + use car sprite	Pim	1
	38	Starting screen with tutorial option	Pim	2
The process must follow the guidelines.	39	Update emergent architecture design document	Kevin, Mourad	1
	40	Update class diagram	Kevin, Mourad	1
	41	Scrum Reflection	Kevin	0.5
	42	QA Test report	Robert	2
The product must be robust and well tested.	43	More unit tests	Mourad	4
	44	Merge unit tests	Kevin, Mourad	3
	45	More QA tests	Mourad, Robert	4

As a user, I want to have something to strive for.	46	Timer	Kevin	1.5
	47	Finish line	Robert	1
As a user, I want to control either the steering wheel or the throttle.	48	Speed + Steering adjustments and tweaks	Robert	1