

# Sprint Backlog, Iteration # 2

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
As a developer of this game, I would like to know about how JMonkey works in relation to our project	Research about JMonkey with the Oculus Rift	Nils	Nils	4.0	A
	Connect Oculus Rift to an environment	Nils	Nils	12.0	B
As the lead artist, I would like to create a prototype environment in order for us to work and test in.	Create placeholder environment	Damian	Damian	4.0	A
	Create platform for the commander to stand on	Damian	Damian	1.0	B
	Research JMonkey animations	Damian	Damian	4.0	C
	Make the platform move at a set speed with a placeholder for the commander on top	Damian	Damian	3.0	C
As a developer, I would like to be able to access the game through a menu	Create the server main menu	Remi	Remi	3.0	C
	Create an Android app main menu	Remi	Remi	4.0	D
As a developer, I want to create a basic Android app, so that a basic app exist upon which the final Android app can be built	Integrate Android app in project	Marcel	Marcel	2.0	A
	Create basic interface	Marcel	Marcel	4.0	A

	Implement basic gyroscope functionality	Marcel	Marcel	4.0	B
	Integrate networking in the app	Marcel	Marcel	4.0	B
As a developer, I want my deliverables to be done in time	Create final version of the product vision	Remi	All	2.0 pp	A
	Create final version of the product planning..	Nils	All	2.0 pp	A
	Create final version of the game design	Damian	All	2.0 pp	A
As a gamer, I'd like to start a lobby for this game on my computer, so that Android users from my local network can join it.	Research JME3 Networking	Luka	Luka	4.0	A
	Basic Networking Implementation	Luka	Luka	8.0	A
	A Lobby in the server UI	Luka	Luka, Remi	4.0 total	D
	Joining a Lobby from the Android UI	Luka	Luka, Remi	4.0 total	E

Context Project: Computer games  
Group: MIG11