

Sprint Backlog, Iteration # 8

| User Story | Task | Member responsible for the task | Task Assigned To | Estimated Effort per Task (in hours) | Priority (A—E) (A is highest) | Priority explanation |
|---|---|---------------------------------|------------------------|--|----------------------------------|--|
| As a developer, I want to make sure my code works under all conditions. | Increase test coverage up to at least the required 80%. | Nils | Nils + Marcel + Damian | Nils:12.0 Marcel: 4.0 Damian : 8.0 | A | Same as last sprint, but for this sprint we need our test coverage to be higher since we are reaching the end of the project. |
| As a gamer, I want to have random events when I play the game with my android device, so that my gameplay is more surprising. | Refactor the randomBugEvent class | Nils | Nils | 5.0 | A | The randomBugEvent class looks horrible and has to be divided up into different classes. |
| | Make another random event for the app. | Nils | Nils + Remi | Nils: 10.0 Remi: 3.0 | A | Having only one random event makes the app for the players really predictable. We want to have at least one more random event added. |
| As a gamer, I want to play a game that looks good. | Create models for the obstacles | Nils | Nils + Marcel | Nils:8.0 Marcel: 4.0 | A | Our objects in the game are still our initial models that don't look that well. |
| | Create a model for the platform | | | | | |
| | Create a model for the enemies | | | | | |
| | Create a model for the carriers | | | | | |
| As a gamer I want more dynamic obstacles, so that the game becomes more diverse | Make obstacles spawn on different sides of the road. | Marcel | Marcel | 1.5 | A | This feature makes the game more dynamic. |
| | Create moving obstacles | Marcel | Marcel | 2.0 (majority has already been | A | This feature makes the game more dynamic. |

| | | | | | | |
|--|---|--------|------------------------|---|---|--|
| | | | | implemen ted) | | |
| As a gamer, I want a highscore system, so that I can have a goal to improve. | Scores are recorded after each run. | Marcel | Marcel | 3.0 | A | Improves replayability. |
| | High scores are visible in game. | Marcel | Marcel | 5.0 | B | Improves replayability. |
| As a gamer, I want to be able to lose the game, so that I can be challenged | Test GUI elements on the Oculus | Marcel | Marcel | 3.0 | B | Scores and screens are not rendered correctly on the Oculus. |
| | Design game over screen | Marcel | Marcel | 3.0 | B | This is an important feature for playability. |
| | Enter game over routine when player dies. | Marcel | Marcel | .4.0 | A | This is important for the game flow. |
| As a stakeholder I want to have something to read about the project, so I that I can up-to-date with the progress. | Write final report draft | Marcel | Marcel + Damian + Remi | Marcel: 7.0 Damian: 7.0 Remi: 7.0 | A | This is a deliverable for next week. |
| As a user I want the carriage to jump according to my expectation so that the game becomes more realistic | Make the carriage stay at the height of the road after a jump | Damian | Damian | Damian : 3.0 | A | This is a game breaking bug since you randomly land slightly higher or lower than expected |
| | Make it so the platform, commander and carriers only jump when all carriers jump at the same time | Damian | Damian | Damian: 5.0 | A | An absolute must to make it so the players interact |
| As a user I want the enemies to | Make the enemies face the correct | Damian | Damian | Damian : 3.0 | C | This is need to make the game look a lot more polished |

| | | | | | | |
|---|---|--------|--------------|------------------------|---|--|
| behave like I expect them to, so the game becomes more fun | direction after entering an enemyspot | | | | | |
| | (bugfix) Make the enemies not spawn in the air after a jump of the carriage | Damian | Damian | Damian : 2.0 | A | This is a game breaking bug |
| | Make the enemies walk to the platform even when the carriage is in the air | Damian | Damian | Damian : 3.0 | B | This is needed so you can't avoid enemies if you continuously jump |
| As the <i>commander</i> , I want the rotation of the platform to be in such a way, so that I don't feel nausea. | Improve the rotation of the platform, this includes playtesting. | Luka | Luka Remi | Luka: 4.0 Remi: 4.0 | B | While rotation is already in the game, some users feel nausea while playing. This should be improved. |
| As a player of this game, I want a Lobby, so that I can wait until everybody has joined until starting. | Make the game start in the lobby (the lobby already has been implemented previous sprint). | Remi | Remi Luka | Remi: 2.0 Luka: 1.0 | A | This feature is from previous sprint and nearly finished. It would be a shame to not do it. |
| | Start the game when the spacebar has been pressed | Luka | Luka | 1.0 | A | There is no other way to start the game. |
| As a developer of this game, I want the code to be maintainable. | Refactor MainEnvironment so it is no longer a god class. | Luka | Luka | 8.0 | A | This is the last code week and the code week and this is a large part of the grade we get from the software engineering stakeholders. Plus the code evaluation by SIG is also this week. |
| | Refactor AccelerometerMove Behaviour so it doesn't handle filtering ip's. | Luka | Luka | 4.0 | | |
| | Refactor the Carrier, Platform and Commander classes in such a way that the interaction between them isn't as strange as it is now. | Luka | Luka | 6.0 | | |

| | | | | | | |
|---|--|------|----------------|-----------------------------------|---|---|
| | Refactor other parts of the project not mentioned in the above tasks. Many SIG warnings should at least be taken care of. | Luka | Luka | 6.0 | | |
| | Change undescriptive JavaDoc of some classes so that it's more descriptive. (can easily be done together with CRC card task near the bottom) | Remi | Remi | 3.0 | | |
| As a <i>carrier</i> , I want to get immobilized when I collide with an obstacle, otherwise the goal of the obstacles is destroyed | Re-add immobilization (including its effect on the rotation of the platform) | Luka | Luka | 4.0 | B | Requires the refactoring of the tasks above. This feature is already in the code, just needs some changes and it can be re-added again. |
| As a new developer, I want the big changes in the last sprint being documented in the EAD | Make a CRC card for each class that replaces the sections we currently have in the EAD. | Remi | Remi | 8.0 (around 5 min per class) | B | CRC cards are a very good and simple overview of what a class does. |
| | Add class diagrams for certain parts of the project | Luka | Luka | 3.0 (big portion is already done) | B | The EAD currently already contains a few class diagrams, but it would be nicer if bigger part of the project was covered by it. |
| | Finish the EAD (making sure sections are complete, fix flaws pointed out by the TAs) | Remi | Remi Damian | Remi: 6.0 Damian: 2.0 | A | The deadline is this week |
| As a developer, I want my game to be properly tested by actual users | Arrange playtest session | Nils | Nils | 3.0 | A | Playtesting is really important in the development of our game and really needs to be done this week. |

Context Project: Computer games
Group: MIG11

Total hours:

Luka: 36 (Still needs to make up some hours from two sprints ago)

Nils: 40 (Nils has some extra hours because of previous sprint)

Remi: 33

Damian: 33

Marcel: 38.5 (Some more hours because of last sprint)