

Sprint Backlog, Iteration # 3

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 player of thi game, I want to be put in a main menu once I launch the game. So that just like every other game, I have a simple way to navigate through all features of the game.	Make the server menu functional	Remi	Remi	3.0	A
	Create the android menu and make it functional	Remi	Remi	1.0	A
As the user that controls the server running the game, I would like to easily create a lobby, to which the Android users can connect, so that we have a place to wait until everybody is successfully connected before the game begins.	Allowing the user to press a button from the main menu, that creates the lobby and allows Android Users to join it.	Luka	Luka + Remi	1.0 pp	A
	Placing a start button in the Lobby UI, that is greyed out until four users have connected to it and an Oculus Rift is connected to the PC that runs the server (if possible)	Luka	Luka + Remi	1.0pp	C
	Displaying users (using their IP addresses for example) that have joined the lobby, on the Lobby UI.	Luka	Luka + Remi	1.0 pp	C
As an Android user of this game, I would like to be able to join a lobby that a server has created, so that the server and I can start sharing information that can be used in the game.	Allowing the user to go to into a “Join Lobby” screen from the main menu, where the user can enter the IP address of the server lobby and click a “join server” button that will connect the user to the server.	Luka	Luka + Nils	1.0 pp	A
	In the “join lobby” screen, automatically display all ip addresses of servers that are	Luka	Luka + Nils	1.0 pp	B

	running on the same LAN.				
	Adding a lobby screen with a similar display like the one described in the server, only here there is no start button.	Luka	Luka + Nils	1.0 pp	A
As a developer of this game, I would like to have at least one computer that is able to run with the Oculus Rift that we have been given.	Get the Oculus to work on either of the developers pc's, being able to get a constant visual on the headset.	Nils	Nils	3.0	A
As a <i>commander</i> , I would like to use the Oculus Rift to perceive the World, so that I can immerse myself more in the game.	Allow the Oculus Rift user the operate the server menu without having to touch the computer the server is running on.	Nils	Nils + Luka	6.0 (total)	E
	Allow the user to perceive the current World with the Oculus Rift.	Nils	Nils + Luka	6.0 (total)	A
As a <i>carrier</i> I want to use my android device to provide input, so that the game becomes more interactive for me.	Implement gyroscope functionality, make the input visible on the server side	Marcel	Marcel + Damian	10.0 (total)	B
	Make gyroscopes work together, implement functionality for multiple android users at the same time	Marcel	Marcel + Damian	8.0 (total)	C
As a user I want the characters to be animated, so the game looks more attractive.	Create carrier models	Damian	Damian	2.0	C
	Make animations for the characters, so the carriers actually walk, and the commander moves when the platform moves	Damian	Damian	8.0	D
As a developer of the game, I'd like the architecture design to be updated, so that it is up to date with the team's	Fix problems in the architecture design pointed out by the Student Assistants.	Luka	Luka	1.0	B

current architecture “visions”.	Add a section that describes how the package organization of the project works.	Luka	Luka	2.0	B
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Context Project: Computer games
Group: MIGI1