

Sprint Backlog, Iteration # 5

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 gamer, I want the game to contain obstacles, so that I get challenged.	Implement collision detection with obstacles, as well as the reaction	Marcel	Marcel + Nils	10 (total)	A	Obstacles are a core feature of the game.
	Implement dynamic obstacle generation	Marcel	Marcel	4.0	B	This is an extension of the obstacle feature.
	Create obstacle models	Nils	Nils	6.0	A	We need models for our obstacles, since this is a core feature of our game.
	Add damage metric for obstacles	Marcel	Marcel	3.0	B	This needs to be implemented in the final game, but it depends on obstacles being implemented.
	Making the commander die when too much damage is taken and allow the game to restart	Marcel	Marcel	5.0	B	This is a core feature, but it first requires good obstacle and damage implementation.
As a user I want multiple device integration, so that I can play the game with more people	Assigning each connected Android device a different position (corner) under the platform.	Luka	Luka	4.0	A	Required for the task below, which also has priority A.
	Moving the platform into a certain direction depending on all four Android devices (taking the average seems to be the logical choice).	Luka	Luka	3.0	A	This is a core gameplay feature. If there isn't support for four connected devices, then it isn't much of a party game.
	Get the platform to tilt if the four accelerometers	Luka	Luka	5.0	C	This only works well with the camera tilting and eventually with the commander falling of. So this task is

	aren't very well synchronized.					only useful if all these others have been implemented as well. Also, this is a very difficult to test mechanic, as it requires a lot of manual testing with four Android devices. It's still a core game feature though.
As the commander I want the camera to move depending on actions from the carriers, so that I can feel more immersed in the game.	Get the camera to tilt when the platform moves in a certain direction.	Marcel	Marcel	2.0	B	
	Wobbling motion while running	Marcel	Marcel	2.0	B	
	Perceive a visual effect when the carriers take damage	Marcel	Marcel	3.0	B	
	Ragdoll physics when dying	Marcel	Marcel	4.0	B	
As a carrier, I want to have an UI that I can use to connect to a server, and display information to me.	Create the first screens of the app: 'connecting', 'loading', and 'your position is this'.	Remi	Remi	6.0	A	The android app is integral to the game.
	Create the in-game ui for the app in which you can see which position you have and they buttons you can press.	Remi	Remi	10.0	A	
As a player of this game, I want music and sound effects to listen to.	Make sure music plays and loops	Remi	Remi	2.0	C	Music is always a nice addition to any game, however not quite necessary.
	Have sfx play when buttons are pressed.	Remi	Remi	2.0	E	Menu sounds aren't that important in this stage of development. In fact they aren't necessary.

As a user I want the carriers to be interactive and modeled so I can feel be immersed	Implement carrier models	Damian	Damian	1.0	A	Now that the base game functionality is implemented, carriers really need to be in the game
	Implement carrier functionality: health, recovery, position	Damian	Damian	5.0	A	
As a user I want all models to be designed correctly so the game functions as it should	Remodel existing modules to allow enemy spawning	Nils	Nils + Damian	5.0 pp	B	
	Resize current carrier/modules/platform sizes	Nils	Nils + Damian	1.0 pp	B	
	Add extra world modules	Nils	Nils + Damian	7.0 pp	E	We already have five worlds, so it is not a necessity to add more.
As a user I want there to be enemies in the game to make the game more challenging and fun	Create enemy model	Damian	Damian	3.0	B	Enemies contribute immensely to a more fun game and therefore have a pretty high priority
	Implement enemy class	Damian	Damian	3.0	B	
	Make the enemy spawn randomly	Damian	Damian	3.0	B	
	Make the enemy go randomly to 1 of the three designated spots of a player and attack the player	Damian	Damian	8.0	C	
As a developer I want the code to be clean and future proof so it is easier to work on in the long run	Refactor Environment class (which is near to the point of becoming a god class).	Damian	Damian + Nils	2.0 (total)	A	Having clean code and good design principles is always a high priority as it affects the maintainability of the project.
	Refactor Main class (which is near to the point of becoming a god class)	Damian	Damian + Nils	2.0 (total)	A	
	Refactor the Server and ClientWrapper so that they have	Luka	Luka	1.5	A	

	less useless if statements.					
	Make the server and client start and quit at appropriate moments, instead of just starting them at the start of the app and never closing them cleanly.	Luka	Luka	1.5	A	
	Clean up the mess created previous sprint that fixed the Travis build (unnecessary libraries and weird poms)	Luka	Luka	1.5	A	
	Fix test suites (about networking) that sometimes have a chance of failing the Travis Build.	Luka	Luka	1.5	A	
As a developer, I want my code to be well tested, so that the risk of having bugs in the code is lowered.	Create tests where needed	Nils	Nils + Remi	8.0 p.p.	A	We don't really have a good code coverage at the moment, so we want to make sure this gets up to where we need it.
As a <i>carrier</i> , I want my character to duck when I quickly push my Android downwards, so that me and my fellow carriers can use that mechanic to dodge more obstacles, this also allows for a bigger variety in obstacles.	Detect when an Android device has been pushed downwards.	Luka	Luka	2.0	D	While a very nice feature and a fun gameplay mechanic, this feature should be ditched if there are troubles with other tasks of group members. We don't want too many features in one sprint to destroy us.
	Make the entire platform (including the commander standing on top of it), go down for a certain time period when a	Luka	Luka	3.0	D	

	downwards push has been detected.					
	Make only part of the platform go downwards depending on which carrier pushed the platform downwards.	Luka	Luka	4.0	D	
	Create obstacle models for the ducking feature.	Nils	Luka + Nils	4.0	D	
As a newcomer to this development team, I want a simple class diagram (UML) of this project in the EAD, so I can quickly get an overview of the structure.	Create some class diagrams for parts of the project (so not one big class diagram of the entire project)	Luka	Luka	3.0	D	Some class diagrams added is certain a good addition to the EAD. But, priorities: the features of this sprint are more important (we aren't likely to get a new team member any time soon).

Context Project: Computer games
Group: MIG11