

Sprint Backlog, Iteration # 7

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 the Oculus Rift player, I want to be placed in a <i>lobby world</i> , where I can wait until all Android users have joined.	Create an Environment that serves as the lobby	Luka	Luka + Remi	3.0 pp	A	-FROM LAST SPRINT- Needs to be implemented before the feature freeze.
	Add a GUI button to the <i>lobby world</i> , that the Oculus Rift user can select to start the actual game.	Luka	Luka + Remi	2.0 pp	A	-FROM LAST SPRINT- Needs to be implemented before the feature freeze.
	Add a GUI button to the <i>lobby world</i> , that the Rift user can select to exit the game.	Luka	Luka + Remi	0.5 pp	A	-FROM LAST SPRINT- Needs to be implemented before the feature freeze.
	Don't allow the selection of the start button if not all players have connected.	Luka	Luka + Remi	2.0 pp	A	-FROM LAST SPRINT- Needs to be implemented before the feature freeze.
As a <i>carrier</i> , I want to automatically join a server on the LAN.	Fix bug where the Android App sometimes crashes upon connection.	Luka	Luka	2.0	A	An app crashing on startup is a serious issue. Needs to be fixed.
As a user, I want to be able to see what is the app is doing while I'm waiting for the game to start.	Create a "Looking for servers..." state	Remi	Remi	2.0	A	This feature needs to be implemented before the feature freeze
	Create a "Waiting for players..." state	Remi	Remi	3.0	A	This feature needs to be implemented before the feature freeze
	Create a "Waiting for game to start..." state	Remi	Remi	3.0	A	This feature needs to be implemented before the feature freeze
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.	Make a random event for the app.	Nils	Nils	15.0	A	-FROM LAST SPRINT- This is a feature that needs to be implemented before the end of this week, before the feature freeze.

As a gamer, I want a dynamic obstacle spawning routine, so that I have a more diverse challenge	Make obstacles spawn on different sides of the road.	Marcel	Marcel	2.0	B	This feature makes the game more diverse.
	Create moving obstacles	Marcel	Marcel	2.0	B	This feature also improves diversity
	Make obstacle spawn depend on the location of the player	Marcel	Marcel	6.0	C	This feature can add a lot to the game but can also be added in a later sprint.
As a gamer, I want a highscore system, so that I can have a goal to improve.	The game remembers score of previous runs	Marcel	Marcel	3.0	A	Important feature that needs to be included before the feature freeze.
	Score of previous runs are viewable in the lobby	Marcel	Marcel	3.0	B	Extension of the high score feature that we would like to add.
	Scores are written to/read from file	Marcel	Marcel	4.0	C	We want this is the final game, but it is not an essential feature for play testing.
As the <i>commander</i> , I want the platform to tilt when the <i>carrier</i> are being synchronous.	Get the platform to tilt if the four accelerometers aren't very well synchronized.	Luka	Luka	7.0	A	-FROM LAST SPRINT- Core gameplay feature.

	Tilt the camera of the Oculus user synchronously with the platform.	Luka	Luka	3.5	A	Core gameplay feature, without this the task above seems useless.
	Make the commander trip and fall of the platform if the slope of the platform gets too high	Luka	Luka	10.0	A	Core gameplay feature, required for the game to be over.
	Make the platform more unstable (having it tilt more) if one carrier is immobilized	Luka	Luka	2.0	A	Core gameplay feature, without it the carriers being immobilized feature is useless.
As a player I want to hear music and sound effects while playing.	Make sfx play when pressing start in the lobby	Remi	Remi	2.0	B	-FROM LAST SPRINT- It's nice to hear a confirmation sound when you press a button.
	Make music play and loop during gameplay	Remi	Remi + Marcel	2.0 pp	A	-FROM LAST SPRINT- Music needs to play, because a completely silent game is boring.
	Make sfx play when getting hit and when attacking in the android app	Remi	Remi + Marcel	3.0 pp	A	-FROM LAST SPRINT- Players need to be able to hear when they get hit and when they successfully hit an enemy.
As a carrier I want to be able to duck under and jump over obstacles to make the game more challenging and interactive for me	Make messages which register fast up movements of the phone	Damian	Damian	3.0	A	This feature can be implemented separate from other features and is critical for this branch
	Make said messages affect the correct carrier	Damian	Damian	3.0	A	Important to be able to distinct between the messages
	Make said messages affect not only the carrier but the whole "structure" in a basic way	Damian	Damian	3.0	A	The first feature which actually changes the gameplay, has a priority
	Make messages from all 4 players work together to apply tilting of the platform in a natural way	Damian	Damian	10.0	B	By far the most difficult feature, is more of a fancy thing than a necessity
	Implement everything stated above but then for ducking	Damian	Damian	5.0	A	Similar to jumping functionality
As a user I want to be able to collide with walls so the game	Make collision able with the path boundaries	Damian	Damian	4.0	A	-FEATURE FROM LAST SPRINT-

becomes more challenging and fun						Could not be done back then because of a dependency on different features
As a gamer, I want to be able to lose the game, so that I can be challenged.	Design a game over screen	Marcel	Marcel	3.0	A	Essential for a game over routine.
	Create a game over routine	Marcel	Marcel	3.0	A	This feature improves game flow tremendously.
As a carrier I want to be able to hit the enemies next to me by using my smartphone	Connecting the features of the enemies with the features of the carrier app to make sure damage actually gets transferred	Remi	Remi	3.0	A	This is absolutely necessary for the game to be played properly.
As a developer, I want attacking and taking hits to be refined and added to master.	Refine the attacking and taking damage branch by taking code review into account.	Remi	Remi	4.0	A	This needs to be merged into the master branch as quickly as possible.
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 + Damian + Remi	8.0 + 6.0 + 4.0	B	This would be really nice to have, but is not required to do before next week.
As a player, I want to play games that looks good.	Add better models for the carriers	Nils	Nils	3.0	C	This would be a nice addition, but is definitely not required to do before next week.
	Add better models for the enemies	Nils	Nils	3.0	C	This would be a nice addition, but is definitely not required to do before next week.
	Add animations for the enemies	Nils	Nils	5.0	C	This would be a nice addition, but is definitely not required to do before next week.
As a newcoming developer, I want the big changes in the last sprint being documented in the EAD	Create class diagrams (UML) for several class structures of the project in the EAD. (Task from previous sprint)	Luka	Luka	4.0	B	-FROM LAST SPRINT- While last sprint this only had priority D. The EAD is really outdated right now and seriously needs an update.
	Create state chart diagrams (UML) of the project in the EAD	Luka	Luka	3.0	B	
	Create several sequence diagrams (UML) of the project in the EAD	Luka	Luka	3.0	B	

Total hours:

Luka: 42 (Luka has some extra hours in comparison to the rest because of previous sprint)

Nils: 34

Remi: 32.5

Damian: 34

Marcel: 31