Sprint Backlog, Iteration # 4

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 the code to be well structured, so the code is easily expandable and maintainable.	Write server menus in XML.	Remi	Remi + Nils	6.0 (total)	A	The current code is very messy, it is basically a pile of random components, it is very important this is structured well if the GUI should ever be expanded).
	Write client menus in XML.	Remi	Remi + Nils	6.0 (total)	A	
	Turn all server side components into separate app states (for example: StartMenuState, LobbyState, GameState).	Damian	Damian + Luka (helper)	10.0 (total)	A	
As a user I want the game to have animated characters so the game looks more attractive.	Add carrier models to the game	Damian	Damian	1.0	C	Something from backlog iteration #3, not crucial to run the game though
	Add carrier animations to the game	Damian	Damian	4.0	E	Same as the above task, having the characters animated doesn't affect gameplay as much as other tasks.
As a player of this game, I want the world to keep continuously expanding, so that me and my friends can always try to improve our previous run.	Implement fly cam	Marcel	Marcel + Nils	3.0 pp	A	This feature is very importing for debugging the game, as it gives you freedom to see what the virtual world looks like, without being bounded to the player's point of view.
	Repeat and automatically generate level pieces	Marcel	Marcel + Nils	6.0 (total)	A	This really is a core gameplay element, which will probably also need a lot of refinement over the weeks.
	Create models for the modules in blender	Nils	Nils + Damian	12.0 (total)	C	This is an important feature to make the game seem more interesting, but not a core mechanic
	Finetune level piece generation and deletion	Marcel	Marcel + Nils	8.0 (total)	C	Though this is a very important feature in the

						long run, we do not plan on having it worked out for our first demo.
As an Android player, I want to use my accelerometer to be more physically involved in the game.	Implement tilt detection and communication	Marcel	Marcel + Damian + Luka (explains JME3 messaging)	6.0 (total)	A	This a core gameplay mechanic that will need to work for the first playable demo.
	Make the virtual platform responsive to tilt action	Marcel	Marcel + Damian	5.0 (total)	A	This a core gameplay mechanic that will need to work for the first playable demo.
	Make the virtual platform respond correctly to multiple accelerometers, not necessarily implementing the negative effects of a-synchronization of multiple users	Marcel	Marcel + Damian	7.0 (total)	B	This is a core gameplay mechanic that would be nice to have working this week.
As a *commander*, I would like to use the Oculus Rift to perceive the World, so that I can immerse myself more in the game.	Make sure the Oculus Rift works with the game	Luka	Luka + Nils (explains the VR library)	7.0 (total)	A	This needs to happen this sprint, as it is essential for the gameplay.
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	Make sure the Oculus Rift works one of our pcs	Luka	Luka	4.0	A	This was already an A-priority from previous sprint. It is necessessary for testing our game.
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	Get the Nifty GUI framework works for Android. (this was a technical difficulty previous sprint).	Remi	Remi + Luka (helper)	10.0 (total)	A	This is essential to have any kind of interface on the Android.

start sharing information that can be used in the game.	Adding a lobby screen with a similar display like the one in the server, only here there is no start button.	Luka	Luka	5.0	A	This task should already have been implemented previous sprint. However, due to technical difficulties it could not.
As a player of this game, I want to hear music and sound effects that fit with the game and the events that happen during gameplay	Look up royalty free music that fits with the game.	Remi	Remi	2.0	D	Music isn't essential for the game to work, so it's not really necessary yet.
	Look up royalty free sfx that fit with the events that happen during gameplay.	Remi	Remi	2.0	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 current architecture "visions".	Explain messages sent between client and server.	Luka	Luka + Remi (grammar nazi)	3.0 (total)	E	This is documentation that can be moved to next sprints if there is no time for it.

Context Project: Computer games
Group: MIGI1