Sprint Backlog, Iteration #7

Context Project: Computer Games
Group: Team Kroket

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 mobile player, I want to have something to do while the Oculus player is looking for clues in the room, so I do not get bored while playing the game.	Add a game to the Waintingactivity. This game will be our current minigame D: the gyroscope. When the mobile players have collected a certain amount of coins, all the players will receive more time to escape.	Irene	Alan, Irene	14	A - It is very important that all players will have fun during the game, and are not just waiting for other players to finish something. Therefore it is very important that mobile players have something to do while waiting for the game to progress.
As any player, I must be able to lose the game, so there is more reason to try to win the game.	Add a timer to the overlay of EscapeVR, that starts counting down from 10:00 when the game starts.	Jochem	Jochem	3	B - This has a high priority, because we want the players to feel the time pressure. This can be done by adding a timer.
As any player, I want to be able to complete	Finalize minigame B. This means adding	Harvey	Harvey	10	A - Since the feature freeze is next week we want to have this

minigame B, so I can progress through the rest of the story.	that if one of the players fails the minigame, the game is automatically restarted. And that minigame B can only be completed if both players succeed their parts..				feature fully implemented before then.
As any player (Oculus and mobile), I want to be able to play minigame E, so that the game is more fun since it has more aspects and minigames.	Think of a storyline to incorporate minigame E into the gameplay for the Oculus.	Alan	Alan	6	C - Since the feature freeze is next week we want to have this feature fully implemented before then. However, new minigames are not the highest priority right now, since we already have several minigames and the already existing ones are not yet all implemented fully on the EscapeVR side. Implementing both of these minigames in EscapeVR is probably a too ambitious task to finish this sprint, but we will try to get as far as possible. Also, before we can start implementing we have to finish the first task: think of a storyline for the minigame.
	Implement minigame E_squasher. Also on the EscapeVR side.	Jochem	Jochem, Harvey	14	
	Create objects which matches the game, and put this in the scene. This will trigger minigame E.	Jochem	Jochem	6	
	Implement minigame E_squasher. Also on the EscapeHost.	Mayke	Mayke, Alan	4	
As any player (Oculus and mobile), I want to be able to play minigame F, so that	Think of a storyline to incorporate minigame F into the gameplay for the Oculus.	Alan	Alan	6	

the game is more fun since it has more aspects and minigames.	Implement minigame F_squasher. Also on the EscapeVR side.	Irene	Irene, Mayke	14	
	Create objects which matches the game, and put this in the scene. This will trigger minigame F.	Jochem	Jochem, Mayke	6	
	Implement minigame F_squasher. Also on the EscapeHost.	Alan	Mayke, Alan	4	
As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better.	Update the Architecture Design Document	Mayke	Mayke, Harvey	6	C - This is mandatory and gives an overview of our system. Not essential for the game itself.
As a player, I want the game to start with an explanation about the storyline, so that I know in what setting and story the game plays.	Create an intro video for the Oculus and mobile player, which explains the storyline.	Alan	Jochem, Alan	6	A - This is an essential feature for the playability of the game.
As a player, I want to see a new scene or overlay when I win the game, so that I know	Create a scene for when the player has escaped the room. (Can also be an	Irene	Jochem, Irene	7	D - We want the players to see a new scene when the game is won. However, the actual implementation of the

that I have won the game and feel rewarded.	overlay for now)				minigames is more important.
As an Android player, I want to get the correct feedback from the connection on my screen, so that I know if I am connected to the game.	Fix the UI for setting up a connection for the Android app (this caused problems last week, since it first shows not connected when the player ís connected).	Jochem	Jochem	3	A - This has a high priority, since this problem is encountered every time the app is started. We want to fix this, so that the app players get correct feedback from the app.
As an Android player, I do not want to be able to exit the current minigame by pressing the back button, so that I can keep playing the game even though I accidentally press the back button.	Find a way to disable the back button for the app players.	Harvey	Harvey	5	B - We do not want the app player on a real mobile phone (so not an emulator) to exit the minigames (if they are not finished yet)
As a developer, I want the code to be easy read and modify, so I can easily add or modify things	Refactor the KroketApp according to the feedback received.	Harvey	Harvey, Alan	10	A - This has a high priority, since this feedback can improve our grade for the code.
	Refactor the KroketHost according to the feedback received.	Irene	Irene	5	

	Refactor the EscapeVR according to the feedback received.	Irene	Irene, Mayke	10	
As a user, I want to play a game without encountering any bugs, so I can enjoy the game to the fullest	Add/update tests for EscapeVR, update test documents for untestable things	Mayke	Mayke	4	C - We have written most testing that was possible up to now (including test document). In the next sprint we need to update the tests according to the new added code.
	Add/update tests for the android app.	Harvey	Harvey	4	
	Add/update tests for the host.	Mayke	Mayke	4	