

# Sprint Backlog, Iteration #4

Context Project: Computer Games

Group: Team Kroket

The deadline for this week is on 20-05-2016 for first playable spikes, the first demo of our game.

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, I want there to be multiple minigames, so the game has more variety and is more fun to play	Think of 1 or more new minigames for the android application.	Mayke	Alan, Irene, Mayke, Jochem, Harvey	6	D - For our first playable spike, we planned to have one minigame. We have 2 now, so this is less important.
	Implement the minigames we came up with.	Irene	Mayke, Irene, Alan	30	
As a smartphone player, I want a minigame to start when the Oculus player interacts with a certain object, so I can advance in the game	The app should start a minigame only if it has received a start message from the server, and send a message to the server when the game has finished	Harvey	Harvey, Irene	5	A - This is essential for the actual playability of the game and the playable spike.
As an Oculus player, I want a new object	The game should send a start message	Mayke	Mayke, Alan, Jochem	5	

in the room to become interactable after a smartphone minigame has successfully been finished, so I can advance in the game	to the server when the player interacts with a certain object, and be able to make a certain object interactable when receiving a certain message from the server.				
As a player, I want to be registered in the server and for the server to identify me, so I can communicate with the server and the game can start	The server needs to register smartphone users with their name and client type	Irene	Irene, Mayke	3	A - this is also necessary to make the game playable.
As a user, I want to play a game without encountering any bugs, so I can enjoy the game to the fullest	Write tests for the core of the pc game.	Alan	Alan, Jochem	15	B - It was mandatory to write test, and we have not done much in this regard. So it is pretty important that this task is completed
	Write tests for the android app	Harvey	Harvey, Mayke, Irene	15	

As a developer, I want the code to be easy read and modify, so I can easily add or modify things	Refactor game main class, which is very long with a lot of methods.	Jochem	Mayke, Jochem	10	C - Although not absolutely necessary, this will make things easier in the coming weeks, when the code gets more complicated
As a user, I want the game to work on every machine, not just the developer's.	Add the android app to the continuous integration in Travis.	Alan	Alan, Jochem, Harvey	5	A - This is essential to make sure the android app works on all machines.
As a player, I want to play a game that is pleasing to the eyes and is not just an empty box.	Update the scene to include boxes and nicer walls. Also update the design of the room in general.	Mayke	Mayke, Alan, Jochem	10	B - We do need boxes to interact with, but for the playable spike it does not necessarily have to look good.
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 with any changes made to the system	Irene	Irene, Alan, Harvey	3	C - This is mandatory
As an Oculus Rift player, I want the Oculus Rift to give extra value to the game, so that the	Think of how we are going to incorporate special effects with the Oculus Rift and work this out	Jochem	Jochem, Irene	20	B - It is not necessary to play the game, but we feel it's needed to meet the feedback we

device is not useless and gives a very vivid experience					received after our pitch.
As an Oculus Rift player, I want to have an immersive experience	Fill the room with gas	Mayke	Alan, Mayke, Harvey	20	