

Sprint Backlog, Iteration #5

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 an Oculus Rift Player, I want to walk around a room that is aesthetically pleasing and features more objects than just walls and flat paintings, so that it's more fun to play the game.	Recreate the entire scene in Blender.	Alan	Alan, Mayke	10	B - We need more objects to interact with, and we want to fill the scene some more. This is essential for an ultimately expendable game.
	Ensure the newly created scene works with previously implemented collision and interaction.	Jochem	Jochem, Harvey	10	
As Rafael Bidarra, I want to know what the state of each teams progress is, so that I know where they might need help and know how their progress is going.	Prepare the Midterm Plenary Presentation.	Irene	Irene, Alan, Harvey, Jochem, Mayke	20	A - This needs to be done before 2016-05-24-15:45

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, Irene	6	C - This is mandatory and gives an overview of our system. Not essential for the game itself
As a programmer, I want analysis tools to check my code so I can measure code quality and test coverage.	Add coverage, pmd, checkstyle and findbugs to the android repository.	Harvey	Jochem, Irene, Harvey	9	A - Since not all the tools are configured correctly we are losing points on the code quality, which is unnecessary.
As a mobile player, I want a fully functional minigame so I can enjoy the game as a whole.	Finalize Minigame A.	Mayke	Mayke, Irene	2	A - There are still some minor changes that need to be done, which has a high priority since we want to have a minigame that is fully finished.
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 15:00 when the game starts.	Jochem	Jochem, Alan	5	B
As a mobile player, I	Create a minigame C	Irene	Harvey, Irene	15	B

want to play more than 2 minigames, so I can entertain myself longer.					
As a mobile player, I want to be able to see if there is no server available, so that I know why the game does not proceed.	Change the app so that when there is no server available, the screen shows a message instead of crashing. (This task caused problems last sprint)	Alan	Irene, Alan	5	C - It is not essential for the game to work, but it is every bad if the game is crashable.
As a mobile player, I want to be able to synchronize information with the VR player, so that we can solve puzzles together.	Find a way to send data from a service to an activity class in the app. (This task caused problems last sprint)	Mayke	Mayke, Harvey	5	D - It would be nice if we could incorporate some randomness into the game, but if this will cause a lot of problems and cost a lot of time, then we will just hardcode the information.
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.	Mayke	Mayke, Alan, Jochem	15	B - It is mandatory to write tests, 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, Irene	10	
As a player, I don't	Set up a dedicated	Jochem	Jochem	1	B - This is trivial yet

want to have to fiddle around with different IP addresses, so I can fully focus on just playing the game.	server to host the game.				quite useful for testing.
As a developer, I want to be able to make changes to the EscapeServer easily, so I won't have to switch branches in the main repository.	Put the EscapeServer on a separate repository.	Alan	Alan	1	B
As a developer, I want to easily understand how the EscapeServer works, so I can expand it easily.	Refactor the EscapeServer.	Jochem	Jochem, Alan	5	B - We want the code to look clean this sprint, so that it is easier to extend the code in further sprints.
As a mobile player, I want to stay in the minigame when I have started one, so I can finish and enjoy the minigame.	The app should be adjusted so that we can always get the current activity. This will enable us to only start a minigame if the mobile player is in the waiting screen.	Irene	Irene, Harvey	10	C
As a player, I want there to be multiple minigames, so the	Think of 1 or more new minigames for the android	Mayke	Mayke	5	D - More minigames are always nice, but not a strict

game has more variety and is more fun to play	application. (If there is time, also implement)				requirement for now.
As an Oculus Rift Player, I want to have a nice HUD to look at with nice overlays or a menu.	Create new screens and expand the HUD.	Jochem	Jochem, Mayke	4	E - This is not necessary for this sprint, but would be nice for the visuals.