

Sprint Backlog, Iteration #3

Context Project: Computer Games

Group: Team Krocket

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 team member, I want to know what my team thinks about me and my work, so that I can improve	Peer Evaluation (individual task)	Irene	Alan, Harvey, Irene, Jochem, Mayke	3	C - It is mandatory, but it does not add value to our game
As a user, when wearing the Oculus Rift, I want to view the virtual world and I want the movements of my head to influence my vision.	Establish the first working connection between the Oculus Rift and a pc	Harvey	Harvey, Alan	15	A - We need this so we can see if our environment and game actually works.
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, Alan	2	C - We need to keep our documentation up to date, but the priority is not that high since we want to focus more on implementation this

					sprint.
As a developer, I want to have a concept of a minigame, so that I know what I should implement	Come up with a minigame (brainstorm session)	Mayke	Alan, Harvey, Irene, Jochem, Mayke	5	A - It is important that we come up with the concept of the first minigame, since we cannot start implementing it before the concept is there.
As a player, I want to be able to play a minigame in the app, so I can help the Oculus Rift player escape	Implement minigame in app	Irene	Irene, Mayke	30	C - Since the concept first has to be worked out, the implementation does not have priority yet.
As a player, I want to be able to be in a simple environment, so I can play the game	Make the simple environment (room with cubes)	Alan	Alan, Irene	2	A - We need this to be able to interact with objects and as an interface for the Oculus player.
As a player, I want to be able to influence the other player's' interface, so I can escape or help escape	Setup a server	Jochem	Jochem, Harvey	30	C - Our game needs some communication between the app and the pc/oculus game, so minigames can be initiated when a, Oculus player interacts with an object. However, we

					have not yet implemented a minigame or made the room, so this is less important.
As a game designer, I need to learn how to design a program centered around the users so I can apply this knowledge in the development	Complete Maple TA Assignments for Interaction Design	Jochem	Jochem	1	D - Only Jochem still has to do the individual assignments. The deadline is not very close, so he still has the time. However, we would like to acquire these skills early in the project, so that we can apply them.