

# Sprint Backlog, Iteration #6

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 team member, I want to know what my team thinks about me and my work, so that I can improve the cooperation within the team.	Fill out the Peer Evaluation (individual task)	Harvey	Alan, Harvey, Irene, Jochem, Mayke	3	C - It is mandatory, but it does not add value to our game
As a Oculus Rift player, I want to be able to enter the color sequence I received from the mobile player, so that I can solve/finish minigame C.	Create an algorithm in EscapeServer that generates random color sequences for minigame C	Alan	Alan	2	B - These are all essential for minigame B to work
	Create/assign an object that needs to be interacted with in EscapeVR to start minigame C	Mayke	Mayke	4	

	Create a screen in EscapeVR which shows the xbox controller with the different color buttons	Harvey	Harvey	5	
	Let EscapeVR send the colorsequence entered by the Rift player to the server, and let the server verify if this is correct	Jochem	Jochem	5	
As a mobile player, I want to play a game without encountering any bugs, no matter on which device I play, so I can enjoy the game to the fullest.	Find a way to generate a coverage report for the android app. (This caused problems previous sprint)	Irene	Irene, Harvey, Mayke	10	A - We need to be able to generate a coverage report in order to know exactly how much coverage we have.
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	C - Not essential yet, but it would be nice to have a timer so that the players feel the pressure.
As a mobile player, I want the Gyroscope minigame to work on any device, even a	Finalize minigame D.	Alan	Alan	7	D - Minigames our not the highest priority right now, since we already
	Softcode the width and height of the	Alan	Alan	3	

tablet, so anyone can complete all the minigames.	device in Gyroscope.onStart().				have several minigames and the already existing ones are not yet all implemented on the EscapeVR side.
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	Alan, Mayke	8	A - We have been dealing with this error for several weeks now, and it is still not fixed. It is very bad that the app is able to crash, so therefore this has a high priority.
As a player, I want there to be a logical sequence of possible events, so that I do not get lost in the chronology.	Make sure that only one minigame is enabled at a time, and that when this minigame is finished it enables a new minigame.	Irene	Irene, Alan	6	C - Having the separate components is more important at this point, but we do have to start looking at the interaction sequence.
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	Expand the scene by putting new objects into the scene. (This caused problems during last sprint)	Jochem	Jochem, Irene	15	A - We need new objects in the scene in order for the Oculus player to interact with them, and trigger events/minigames.
	Ensure the newly created scene works	Jochem	Jochem, Alan	6	

paintings, so that it's more fun to play the game.	with previously implemented collision and interaction.				
As a player, I want the game to have a logical connection between following minigames, so I can progress in the game as a whole.	Write a storyline, a sequencing of chronological minigames and events. Also make sure the type of minigame fits the story.	Irene	Alan, Irene	6	B -
As a developer, I want to know how actual players that have never seen the game experience and interact with the game, so that I can adjust the clearness, enjoying factor, and difficulty level of the game accordingly.	Find people outside of our group/context and let them test the game for playertests.	Jochem	Jochem, Harvey	12	B - During our presentation we received clear feedback that we need to start focussing on this.
As a user, I want to play a game without encountering any bugs, so I can enjoy the game to the fullest	Add more test for EscapeVR, write test documents for untestable things	Mayke	Jochem, Mayke, Harvey	9	C - The android app already has a number of unit tests so the addition of even more tests has a lesser priority. The host has most tests. The EscapeVR does
	Add more tests to the android app.	Harvey	Harvey	8	

	Add tests for the host	Mayke	Mayke	2	need more tests.
As a Oculus Rift player, I want to be able to interact with minigame D, so that I can help solve/finish minigame D.	Implement minigame D on the EscapeHost	Irene	Irene, Mayke,	5	D - This is very important for minigame to be playable. However, minigame D is meant as an extension, so we first want to finish the main functionality of EscapeVR.
	Implement minigame D on the EscapeVR	Mayke	Irene, Mayke	20	
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	Harvey	Harvey, Jochem, Alan	6	C - This is mandatory and gives an overview of our system. Not essential for the game itself