Sprint Backlog, Iteration #8

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 the rift user, I want to have more visual indicators for time shortage than just a timer, so I feel more real excitement while playing the game.	Increase the amount of gas as time passes.	Jochem	Jochem	3	D - Right now the gas is barely noticeable if you do not know that it is there. We also want the amount of gas to increase as the timer counts down. This is not extremely important for the gameplay, so the priority is not that high.
As a player, I want to see a new scene when I win the game, so that I know that I have won the game and feel rewarded.	Create a scene instead of an overlay for when the player has escaped the room.	Alan	Jochem, Alan	8	E - We want the players to see a new scene when the game is won. We already have an overlay for this, so this is only an extension which would make the game nicer.
As a player, I want the game to start with an explanation about the storyline, so that I know in what setting	Create an intro video for the Oculus and mobile player, which explains the storyline.	Harvey	Jochem, Harvey	6	A - This is an essential to understand the storyline of the game.

and story the game plays.					
As a stakeholder, I want to have an overview of the product, process and main functionalities of the product, so that I know if the product meets the customer's needs.	Write an introduction for the final report.	Irene	Irene	3	A - The deadline for the draft of the final report is thursday June 16th. We need to finish all these sections before then (if we want to receive feedback on it).
	Write an overview of the developed and implemented software product.	Harvey	Harvey	5	
	Write a reflection on the product and process from a software engineering perspective.	Alan	Alan	5	
	Write a description of the developed functionalities.	Harvey	Harvey	4	
	Write a special section on interaction design, which discusses the player tests.	Irene	Irene	5	
	Write an evaluation of the functional modules and the product in its entirety, including the failure analysis.	Jochem	Jochem	5	
	Write an outlook for	Mayke	Mayke	2	

	the final report.				
As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better.	Finalize the EAD.	Mayke	Mayke, Alan	15	A - The deadline for the final EAD is Friday June 17th. Therefore this has a high priority.
As an examiner, I want to receive an essay from every participant for the Context Project, so that I can determine if the participants have (acquired) the needed project skills.	Write the second essay for the Project Skills (sub)course. (Individual task)	Mayke	Alan, Harvey, Irene, Jochem, Mayke	15	A - The deadline for this essay is Friday June 17th. We need to pass this essay in order to pass the Context Project.
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.	Alan	Harvey, Alan	10	A - This has a high priority, since this feedback can improve our grade for the code. Also, our code has to go to SIG at the end of this sprint, so we want to focus on code quality.
	Refactor the KroketHost according to the feedback received.	Irene	Irene	5	
	Refactor the EscapeVR according to the feedback received.	Jochem	Jochem, Mayke, Irene	12	

As the Oculus player, I want the timer displayed to show the correct remaining time, so that I can act upon this information.	Synchronize the timer running on the host with the timer running on the VR client. (This caused problems last week).	Jochem	Jochem	4		B - We do not want the VR player to get a game over screen when he still has some time left on the timer, because this would seem unfair to the player.
As an Oculus player, I want to receive the bonus time acquired by the mobile players, so the time limit gets extended and I have more time to escape.	Handle the bonus messages sent by the mobile players correctly, and synchronize the timer of the host with the VR after a bonus is received.	Irene	Irene	3		B - We want the Oculus player to receive the extra time correctly, so that the mobile players do not play the waiting minigames for nothing.
As an Oculus player, I want it to be easy and intuitive to interact with all objects, so I do not find it ambiguous or think I cannot interact with an object when I can.	Put a new desk in the scene, which does not have an angle in it.	Irene	Irene	2		C - The current desk has an angle in it, which makes it impossible to get very close to the desk and also makes it harder to interact with because of the bounding box around the desk. We do not want the player to have a hard time interaction with this desk.
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	Do some more player tests with people outside our group/context.	Alan	Alan, Harvey, Irene, Jochem, Mayke (We will all be present during the player tests)	20		B - We already did some playertests two sprints ago. However, we also want to do player tests now that the game is playable from beginning to end with a storyline. This will provide more accurate

clearness, enjoying factor, and difficulty level of the game accordingly.					feedback on our product.
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	8	C - We have written most testing that was possible up to now (including test document). We still need to test some components (or find a way to test these).
	Add/update tests for the android app.	Harvey	Harvey	5	