

Sprint Backlog, Iteration #2

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 make efficient group decisions so that the team can focus more on the implementation.	Everyone will fill in the project skills post survey.	Jochem	Alan, Harvey, Irene, Jochem, Mayke	5	B
	Every member will make an A4 document according to the deliverable requirements.	Harvey	Alan, Harvey, Irene, Jochem, Mayke	5	B
As a Scrum team, I want to have a document that acts as the project's true north, so that it is	Alter Product Vision document according to the feedback, perform	Irene	(depends on the amount of feedback) Irene, Mayke, Alan, Harvey	5-20	A

clear why the project is being undertaken and what the desired end state is	spelling check				
As a team member, I want to know what the current planning is so I roughly know what to do when	Alter Product Planning document according to the feedback	Mayke	(depends on the amount of feedback) Irene, Mayke, Alan, Harvey	5-20	A
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	Alan	Alan, Harvey, Irene, Jochem, Mayke	10	B
As a programmer, I need to know what the main architecture of our system looks like so I can understand the system better	Write Architectural Design document	Irene	Alan, Harvey, Irene, Jochem, Mayke	15	A

As a player I want to play a game that has a nice name, so that it is already more attractive to play	Come up with a name for our game	Mayke	Alan, Harvey, Irene, Jochem, Mayke	5	C
As a developer I want to set up Travis CI so that my product uses continuous integration.	Set up Travis CI	Alan	Alan, Harvey	0.5	B
As a user, I want to be able to play at least something	First working version of the bare game	Jochem	Alan, Harvey, Irene, Jochem, Mayke	30	B