1. Product Timescale v3

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sprint | Effort points | Sprint 0 | Sprint 1 | Sprint 2 | Sprint 3 | Sprint 4 | Sprint 5 | Sprint 6 |
| Date | **1 = 0.5 day** | **31/10/16** | **7/11/16** | **14/11/16** | **21/11/16** | **28/11/16** | **5/12/16** | **12/12/16** |
| Milestones |  | **Start** |  |  | **Start Coding** | **Basic Functionality** |  |  |
| Login Functionality | **3** |  |  |  |  | **X** |  |  |
| Registration Functionality | **3** |  |  |  |  | **X** |  |  |
| Login/Registration Layout | **1** |  |  |  | **X** |  |  |  |
| Menu Design | **2** |  |  |  | **X** |  |  |  |
| Menu Tutorial | **2** |  |  |  | **X** |  |  | **X** |
| Score Layout | **2** |  |  |  | **X** |  |  |  |
| Leaving (exit by menu) | **4** |  |  |  |  |  |  | **X** |
| Timeout (exit by absence) | **2** |  |  |  |  |  |  | **X** |
| Design map JSON | **4** |  |  |  | **X** |  |  |  |
| Parse map JSON | **4** |  |  |  |  | **X** |  |  |
| Model map in code | **2** |  |  |  |  | **X** |  |  |
| Render the map in client | **3** |  |  |  |  | **X** |  |  |
| Create player model in server | **2** |  |  |  |  | **X** |  |  |
| Communication Between server/client | **4** |  |  |  |  |  | **X** |  |
| Visibility- server | **4** |  |  |  |  |  | **X** |  |
| Visibility- client | **4** |  |  |  |  |  |  | **X** |
| Movement | **2** |  |  |  |  |  | **X** |  |
| Score- model | **4** |  |  |  |  |  | **X** |  |
| Score- calculate | **1** |  |  |  |  |  | **X** |  |
| Score- add coin | **2** |  |  |  |  |  |  | **X** |
| Setup database | **2** |  |  |  | **X** |  |  |  |
| Add winning condition | **4** |  |  |  |  |  |  | **X** |
| Match Functionality | **4** |  |  |  |  |  | **X** |  |
| Implement Score Table | **2** |  |  |  |  |  | **X** |  |
| User Guide | **1** |  |  |  |  |  |  | **X** |
| Add bot | **4** |  |  |  |  |  |  | **X** |
| Total Sprint Effort | **73** |  |  |  | **12** | **16** | **16** | **17** |

Table 20. Project Timescale v3