Sprint reflection #3																
Context Project: Computer Games																
Group: 3																
отобр: 0																
User Story	Task	Task Assigned To	Estimated Effor per Task	rt Lead Responsibility	Actual Effort	Done (y/n)	Notes									
As a user, When I am playing the game, Then I can view the basic game environment	Create main interface	Martijn, Job	3 Hours	Martijn	5 hours	у	Creating any graphics related items took a lot longer than anctipated as we had to repeaditly start over due to lack of understanding of the LibGDX framew								LibGDX framework	(
	Create a graphical river representation	Martijn, Job	3 Hours	Martijn	7 hours	у										
As a user, When I am assigned to a team and about the start the game, Then I want to be a part of an abstract construct that represents my team's boat.	Create abstract representation of the boat	Thomas, Mitchell	2 Hours	Mitchell	N/A	n	Problems with JS CI and bidirectional communication got higher priority									
As a user, When I am assigned to a team and a boat, Then I want to have my own abstract construct on the boat that represents my own unique character.	Create abstract representation of the character	Thomas, Mitchell	2 Hours	Mitchell	N/A	n	Problems with JS CI and bidirectional communication got higher priority									
As a user, When I am playing a character on a boat, Then I want to see a graphical representation of that boat and all the other boats in the game on the main screen.	Create a graphical boat representation	Martijn, Job	3 Hours	Martijn	3 Hours	y										
As a user, When I am playing a character on a boat, Then I want to see a graphical representation of that character.	Create a graphical character representation	Martijn, Job	3 Hours	Martijn	N/A	n	Did not have enough time to get to this task, but based on the work we have done on graphics so far we feel confident in being able to complete this task fairly quickly									y quickly
As a user, When I have yet to connect to the host, Then I want to be able to connect to the host through my personal smartphone.	Allow smartphones to connect to the server	Rob, Mitchell	2 Hours	Mitchell	4 Hours	у										
As a user, When I am playing the game, Then I want to be able to reach my objective of reaching the end of the track. Therefore I want the boat I am on to move towards that objective at a certain speed.	Create an abstract representation of the game track the starts at launch of the game and ends at the finish of the game	t Thomas, Mitchell	3 Hours	Mitchell	N/A	n	Problems with JS CI and bidirectional communication got higher priority									
	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell	2 Hours	Mitchell	N/A	n	Problems with JS CI and bidirectional communication got higher priority									
As a developer, When my team is in the development stages, Then I want to create a product planning that determines the general planning of the entire project	Finalize Product Planning	Job	4 Hours	Job	N/A	n	We didn't get the feedback, so we couldn't finalize the product planning									
As a user, I want to start and stop the game and when you finish the game, the state should change accordingly	Create abstract game state	Thomas, Mitchell	3 Hours	Mitchell	N/A	n	Problems with JS CI and bidirectional communication got higher priority									
	Expand motion controls	Rob	2 Hours	Job	N/A	n	Client-server connection had a higher priority									
As a user, I want to control my character, Then I want to have controls at my disposal on my smartphone	Expand on basic interface	Rob	6 Hours	Martijn	N/A	n	Client-server connection had a higher priority									
Not planned																
	Update EAD	Thomas	2 hours	Thomas	2 hours	у										
	Implement bidirectional communication (Server side)	Thomas	4 hours	Thomas	4 hours	у										
	Javascript CI	Mitchell	6 Hours	Mitchell	6 Hours	v										