

Sprint plan # 6							
Context Project: Computer Games							
Group: 3							
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Priority	(scale 1-5, 1 is highest)	Notes
As a user, When I have fallen off the boat, Then I want to be able to return to the boat after certain criteria such as reaching a checkpoint are met in order for me to participate once more.	Add return to boat animation	Job, Martijn	3 Hours	Job	1		This task must be completed before wednesday
	Add Event that sends to the server that collision has occurred	Thomas, Mitchell, Job	1 Hour	Mitchell	1		This task must be completed before wednesday
	Add Event back that sends to the renderer that the animal should fall off	Thomas, Mitchell	1 Hour	Mitchell	1		This task must be completed before wednesday
	Handle the event in the backend	Thomas, Mitchell	2 Hours	Mitchell	1		This task must be completed before wednesday
	Make animations state based	Job, Martijn	3 Hours	Job	1		This task must be completed before wednesday
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 that starts at launch of the game and ends at the finish of the game	Thomas, Mitchell	6 Hours	Mitchell	2		
	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell	2 Hours	Mitchell	2		
	Add graphical indication of the end of the game	Job, Martijn	2 Hours	Martijn	2		
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 and get assigned a representative character on one of the boats based on the team I was assigned to.	Allow users that have connected to the team to be assigned to a team and a character	Rob	3 Hours	Rob	2		
	Add an event that connects a player	Thomas, Mitchell	3 Hours	Mitchell	2		
	Handle the event in the backend	Thomas, Mitchell	3 Hours	Mitchell	2		
	Assign the player to a character representation	Job, Martijn	3 Hours	Martijn	2		
	Add the player character graphically	Job, Martijn	2 Hours	Martijn	2		
As a user, When I am connected to the game, Then I want to be assigned to a team while maintaining some semblance of balance in terms of number of players per team.	Allow users to decide their own team (left or right)	Rob	3 Hours	Rob	3		
	Send an event through the smartphone to the renderer	Thomas, Mitchell	3 Hours	Mitchell	3		
	Render the character on its appropriate boat	Job, Martijn	3 Hours	Job	3		