Sprint plan # 2

Context Project: Computer Games

Group: 3

User Story	Task	Task Assigned To	Estimated Effort per Tas	Lead Responsibility	
We have to create documents explaining technical and creative desing decisions.	Create Emergent Architecture Design Document	Thomas, Mitchell and Rob	2 Hours	Mitchell	
	Create Product Planning Document	Job	3 Hours	Job	
We want to create a single identity to our game in terms of look and feel. Therefore we want to choose a theme and a name.	Choose a theme	All	2 Hours	Martijn	
	Choose a name	All	1 Hour	Martijn	
We want to prepare our framework in order to remain structured.	Final Decision on Framework	Thomas	1 Hours	Thomas	
	Prepare Framework in terms of intergration, tools, etc.	Thomas, Mitchell, Rob	5 Hours	Thomas	
	Prepare IDE, plugins etc.	Thomas, Mitchell, Rob	2 Hour	Thomas	
	Implement Sockets	Thomas, Mitchell	4 Hours	Mitchell	
	Implement Protocol Handler structure	Thomas, Mitchell	2 Hours	Thomas	
We want to create a document describing the networking protocol	Design and document the networking protocol	Mitchell	3 Hours	Mitchell	
We want to create a basic first version of the webapp	Controls app Socket	Rob	3 Hours	Rob	
	Basic Framework controls app	Rob	5 Hours	Rob	
We want to inform our supervisors and stakeholders about our planning and vision	Improve and expand product vision for final version	Martijn, Job	3 Hours	Job	
We want to have a first iteration of how users are going to interac with the main screen.	Design main Screen	Martijn, Job	4 Hours	Martijn	