

Sprint plan # 7							
Context Project: Computer Games							
Group: 3							
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Priority (Lower is better)	Planned Date (If applicable)	Notes
As a user, When I am playing the game, Then I want to receive feedback about the game: Visually as well as through sounds. Therefore I want the game to feature sound effects.	Create sound effects	Rob	5 Hours	Rob	3		
	Link sounds to actions	Rob, Martijn	2 Hours	Rob	3		
	Change Screen Orientation	Job, Rob	3 Hours	Job	2		
As a user, When I am playing the game, Then I want the visuals I am looking at to be aesthetically pleasing. Therefore I want the game to feature high quality graphics and animations.	Improve Animal Jumping Animation	Job, Mitchell	3 Hours	Job	2		
	Allow for resolution scaling	Job, Mitchell	3 Hours	Job	2		
	Create Better Graphics	Job, Thomas	5 Hours	Thomas	2		
As developers we want this game to function properly at all times. Therefore we want this game to be properly unit tested.	Make Integration Tests	All	5 Hours	Thomas	1	Monday/Tuesday	
	Make Functional Tests	All	5 Hours	Thomas	1	Monday/Tuesday	
	Make Regression Tests	All	5 Hours	Thomas	1	Monday/Tuesday	
	Fix checkstyle errors	All	4 Hours	Martijn	1	Monday/Tuesday	
	Fix PMD errors	All	2 Hours	Martijn	1	Monday/Tuesday	
	Fix FindBugs errors	All	1 Hour	Martijn	1	Monday/Tuesday	
	Functional Testing: Starting and Stopping, Stress Testing, Latency and Networking, Bugs	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	1	Wednesday/Thursday	
As developer we want the game to be enjoyable and understandable. To ensure this we have to test the game with actual users to verify whether or not these goals are being accomplished.	User Interaction: Character Identification, Balance	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	1	Wednesday/Thursday	
As developers we want the game to be playable in any auditorium thus we have to allow the game to facilitate this by ensuring that networking is working properly.	Fix disconnection errors	Martijn, Thomas	3 Hours	Mitchell	2		
	Allow easy connect/disconnecting	Mitchell	4 Hours	Mitchell	2		
	Catch errors	Mitchell	3 Hours	Mitchell	2		
	Create and Configure DNS Server	Thomas	1 hour	Mitchell	2		
	Link App with DNS/Wifi Point	Thomas	1 hour	Mitchell	2		
	Setup backend onto the cloud	Thomas	2 hours	Mitchell	3		
Sound							
Graphic Improvements	Scaling						
Unit Testing	Intergration	Functional	Regression	Checkstyle	PMD		
User testing	College zaal regelen	Mensen regelen					
feature refining							
Interaction design assignments							
Connection improvements		DNS	google cloud				
wahtever we forgot							