

Sprint plan # 7							
Context Project: Computer Games							
Group: 3							
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Priority	Planned Date (if applicable)	Notes
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, Martijn, Rob	3 Hours	Thomas	High: This is necessary to make the game winnable/loseable	Wednesday	
	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell	2 Hours	Mitchell		Wednesday	
	Add graphical indication of the end of the game	Job, Martijn	4 Hours	Job		Wednesday	
	Make speed change dynamically	Rob, Thomas, Mitchell	3 Hours	Rob		Wednesday / Thursday	
	Graphical: Progress Bar	Job, Martijn	2 Hours	Martijn		Thursday	
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, Thomas, Mitchell	4 Hours	Thomas	Medium: This depends on the previous task. It is necessary for actual multiplayer.	Thursday	
	Link a character representation with a graphical representation	Job, Martijn	3 Hours	Martijn		Friday	
Refactoring	Refactor Core	All	6 Hours	Mitchell	Must: All other changes can not be completed before this task is complete.	Monday / Tuesday	This task is too general to assign to specific team members
	Refactor Backend	All	2 Hours	Thomas		Monday / Tuesday	This task is too general to assign to specific team members
	Refactor Desktop	All	6 Hours	Job		Monday / Tuesday	This task is too general to assign to specific team members
Change screen orientation	Add dynamic partitioning	Job, Martijn	6 Hours	Job	Low: These tasks are not necessary for the game to function.	Thursday	
	Change orientation	Job, Martijn	3 Hours	Job		Thursday	
Interaction design	Write a report for Interaction Design	Martijn, Rob	2 Hours	Martijn	Must: This task is a deliverable for week 7		
Outline CHI	Write a high level outline of the Chi Play paper	Thomas, Martijn	2 Hours	Thomas	Must: This task is a deliverable for week 7		
Test Plan	Write a plan for testing the game with real users	Thomas, Job	3 Hours	Thomas	Must: This task is a deliverable for week 7		
Implement a logging system	Create logging system with Log4J	Thomas	3 Hours	Thomas	Must: This is required for the refactoring.	Weekend (Week 6)	