

Sprint plan # 4						
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)
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	2	
	Create a graphical river representation	Martijn, Job	3 Hours	Martijn	3	
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	2	
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	2	
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	
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	3	
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	1	
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	3 Hours	Mitchell	2	
	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell	2 Hours	Mitchell	2	
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	1	
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	1	
As a user, I want to control my character, Then I want to have controls at my disposal on my smartphone	Expand motion controls	Rob	2 Hours	Job	3	
	Expand on basic interface	Rob	6 Hours	Martijn	3	