

Sprint plan # 5							
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 an obstacle is approaching me, Then I want to be able to react appropriately to that obstacle by inputting some sort of control that corresponds to me dodging that object. Inputting the correct control at the correct time means I dodge the object and allows me to stay on the boat.	Client tells the server that user jumps	Rob, Mitchell	1 Hour	Mitchell	1		
	Server receives that client is jumping	Thomas, Mitchell, Rob	1 Hour	Mitchell	1		
	Server sends action to the renderer, that character should jump	Thomas, Mitchell, Rob	1 Hour	Mitchell	1		
	Renderer makes the character jump	Job, Martijn	2 Hours	Martijn	1		
As a user, When I get hit by an obstacle, Then I should fall off the boat as a penalty for not reacting properly. Falling off the boat means I am unable to participate in the game.	Remove the player from the boat	Thomas, Mitchell	2 Hours	Mitchell	1		
As a user, When I am playing the game, Then I want to be able to interact with the game through having to react to obstacles that are coming my way. I want these obstacles to either be procedurally generated or generated on a per level basis.	Graphics: Remove player from the boat	Job, Martijn	4 Hours	Martijn	3		We invest some additional hours into this task to spend on researching animations
	Add obstacles to the screen	Thomas, Mitchell, Martijn	2 Hours	Mitchell	2		
	Create collision detection	Thomas, Mitchell, Job	4 Hours	Mitchell	2		
As a user, When I have reached the end objective, Then I want to see the game reflect that me and my team have won the game, and that the other team has lost.	Create an end state	Thomas, Mitchell	2 Hours	Mitchell	3		
	Create an end screen	Job, Martijn	2 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, Job	2 Hours	Mitchell	1		This task had not been finished last week so it has been moved into this week.
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, Martijn	2 Hours	Mitchell	1		This task had not been finished last week so it has been moved into this week.
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	3 Hours	Mitchell	1		This task had not been finished last week so it has been moved into this week.
	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell, Martijn	2 Hours	Mitchell	1		This task had not been finished last week so it has been moved into this week.
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, Rob	3 Hours	Mitchell	1		This task had not been finished last week so it has been moved into this week.
As a user, When I am playing a character on a boat, Then I want	Create a graphical character representation	Job, Martijn	3 Hours	Martijn	2		This task had not been finished last week so it has been moved into this week.
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	Mitchell, Rob	4 Hours	Mitchell	2		TBD assignment
	Update EAD	Rob	2 hours	Rob	2		This is a recurring task for each week