

Sprint reflection # 5									
Context Project: Computer Games									
Group: 3									
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Actual Effort	Done (y/n)	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 Hour	y			
	Server receives that client is jumping	Thomas, Mitchell, Rob	1 Hour	Mitchell	1 Hour	y			
	Server sends action to the renderer, that character should jump	Thomas, Mitchell, Rob	1 Hour	Mitchell	1 Hour	y			
	Renderer makes the character jump	Job, Martijn	2 Hours	Martijn	5 Hours	y	This includes the time to receive the event		
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 Hour	n	Not completely implemented		
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	2 Hours	y	Most estimated effort in this task was redistributed over other tasks		
	Add obstacles to the screen	Thomas, Mitchell, Martijn	2 Hours	Mitchell	2 Hours	y			
	Create collision detection	Thomas, Mitchell, Job	4 Hours	Mitchell	3 Hours	y			
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	2 Hours	y			
	Create an end screen	Job, Martijn	2 Hours	Martijn	3 Hours	y			
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	2 Hours	y			
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	2 Hours	y			
	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	N/A	n	Was not deemed necessary for first playable spikes. We prioritise on gameplay rather than gameplay logistics.		
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.	Make the game finish when one of the boats reach the finish line	Thomas, Mitchell, Martijn	2 Hours	Mitchell	N/A	n	Was not deemed necessary for first playable spikes. We prioritise on gameplay rather than gameplay logistics.		
	Create abstract game state	Thomas, Mitchell, Rob	3 Hours	Mitchell	3 Hours	y			
As a user, I want to start and stop the game and when you finish the game, the state should change accordingly	Create a graphical character representation	Job, Martijn	3 Hours	Martijn	5 Hours	y			
As a user, When I am playing a character on a boat, Then I want to see a graphical representation of that character.									
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	N/A	n	Was not deemed necessary for first playable spikes: We decided to leave just a single character on the boat for demonstration purposes		
	Update EAD	Rob	2 hours	Rob	N/A	n	We had to prioritise on the deadline so we did not completely update this.		
Not planned									
	Rewrite architecture to be more flexible	Thomas, Mitchell	18 Hours	Mitchell	18 Hours	y	This rewrite had to happen because we ran into some limitation in the previous architecture, that wouldn't let us create the game in the way we want		
	Updated event system with the domain	Thomas, Mitchell	10 Hours	Mitchell	10 Hours	y	This update had to happen because of the rewrite of the architecture		