

Sprint plan # 9							
Context Project: Computer Games							
Group: 3							
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Priority (Lower means higher priority)	Planned Date (If applicable)	Notes
As developers, we want the project to be properly documented and reported for evaluation.	Create the report of our project	Martijn, Job	5 Hours	Job	1	Before Friday	
As developers 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.	Functional Testing: Starting and Stopping, Stress Testing, Latency and Networking, Bugs	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	1	Tuesday/Wednesday	
	User Interaction: Character Identification, Balance	Thomas, Job	Planning: 2 Hours, Execution: 2 Hours, Evaluation: 3 Hours	Thomas	1	Tuesday/Wednesday	
	Create the CHI Play Paper	Rob, Mitchell	8 Hours	Rob	1	Before Friday	
As developers, we want to measure our game against other games of the same type in the CHI Play competition. In order to do this, we must create a paper and a trailer for our game. As developer, we want the explain our game to outsiders. Therefore we must prepare a presentation detailing the mechanics of our game.	Create the CHI Play Video Script	Rob, Mitchell	4 Hours	Mitchell	1	Before Friday	
	Create the end presentation and demo	Martijn, Job	4 Hours	Martijn	1	Before Friday	
	Change Screen Orientation	Job, Rob	5 Hours	Job	2	Before Tuesday	
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	3	Before Tuesday	
	Allow for resolution scaling	Job, Mitchell	3 Hours	Job	2	Before Tuesday	
	Create Better Graphics	Job, Thomas	5 Hours	Thomas	2	Before Tuesday	Was worked on last week, but not completed.
	Make Integration Tests	All	5 Hours	Thomas	3	Before Friday	
As developers we want this game to function properly at all times. Therefore we want this game to be properly unit tested.	Make Functional Tests	All	5 Hours	Thomas	3	Before Friday	
	Make Regression Tests	All	5 Hours	Thomas	3	Before Friday	
	Fix checkstyle errors	All	4 Hours	Martijn	3	Before Friday	
	Fix PMD errors	All	2 Hours	Martijn	3	Before Friday	
	Fix FindBugs errors	All	1 Hour	Martijn	3	Before Friday	
	Create background music	Rob	6 Hours	Rob	3	Before Friday	
As a user, when I am playing the game, I want to hear background music and sound effects that add to the game experience.	Create sound effects	Rob	4 Hours	Rob	3	Before Friday	
	Link music and sounds to game	Job, Rob	3 Hours	Rob	2	Before Friday	
As a user, when I load the game on my phone, I want the game state to match the state that the game is actually in.	Add gamestate system to web app	Mitchell, Rob	5 Hours	Rob	1	Before Monday	
As a user, I want the game to be of proper difficulty, with obstacles that are not too easy and not too hard to overcome	Make the obstacles spawn at the right times and on multiple locations	Job, Martijn, Thomas	2 Hours	Martijn	1	Before Tuesday	
As a player, I want to be able to differentiate my animal from the other animals, so I know who I am in control of	Display the animal variation on the desktop	Martijn, Job, Rob	3 Hours	Rob	2	Before Wednesday	