

Sprint plan # 3									
Context Project: Computer Games									
Group: 3									
User Story	Task	Task Assigned To	Estimated Effort per Task	Lead Responsibility	Actual Effort	Done (y/n)	Notes		
We have to create documents explaining technical and creative desing decisions.	Create Emergent Architecture Design Document	Thomas, Mitchell and Rob	2 Hours	Mitchell			Still requires evaluation		
	Create Product Planning Document	Job	3 Hours	Job	2 Hours	y			
We want to create a single identity to our game in terms of look and feel. Therefore we want to choose a theme and a name.	Choose a theme	All	3 Hours	Job	4 Hours	y			
	Choose a name	All	2 Hours	Martijn	2 Hours	y	Various Animals on boats		
We want to prepare our framework in order to remain structured.	Final Decision on Framework	All	1 Hour	Martijn	2 Hours	y	Currently deciding		
	Implement.Sockets	All	1 Hour	Martijn	NVT	n	Javascript based webapp		
	Prepare Framework in terms of intergration, tools, etc.	Thomas	1 Hours	Thomas	1 Hours	y			
	Prepare IDE, plugins etc.	Thomas, Mitchell, Rob	5 Hours	Thomas	5 Hours	y	Cobertura still has issues		
	Implement.Sockets	Thomas, Mitchell	2 Hours	Thomas	3 Hours	y			
	Implement Protocol Handler structure	Thomas, Mitchell	4 Hours	Mitchell	2 Hours	y			
We want to create a document describing the networking protocol	Design and document the networking protocol	Thomas	2 Hours	Thomas	10 Hours	y	Still in testing		
We want to create a basic first version of the webapp	Controls app Socket	Mitchell	3 Hours	Mitchell			Not documented		
	Basic Framework controls app	Rob	3 Hours	Rob	NVT	n	Built in javascript		
We want to inform our supervisors and stakeholders about our planning and vision	Improve and expand product vision for final version	Rob	5 Hours	Rob	5 Hours	y			
We want to have a first iteration of how users are going to interac with the main screen.	Design main Screen	Martijn, Job	3 Hours	Job	5 Hours	y			
		Martijn, Job	4 Hours	Martijn	2 Hours	y			