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|  | **Product Backlog** | | | | | |
| **Sprint** | **ID** | **Name** | **Importance** | **Estimate** | **How to demo** | **Notes** |
| 1 | 1 | add developers to a project | 50 | 5 | Select a project in the project list, choose developers from the developer list to work on that project. Check if the developer is in the list of current developer for that project yet. |  |
| 1 | 2 | remove developers from a project | 50 | 5 | Choose a project, choose from the list of current developers for that project and select remove. Check if the developer is no longer in the list of current developers for the project. |  |
| 1 | 3 | hire more developers | 40 | 5 | Random a list of developers, select from the list to see their stats and chose to hire. Check to see if that developer is hired. |  |
| 1 | 4 | accept a new project | 50 | 4 | Random a list of projects, select from the list to see their stats and choose to accept the project, check if the money has add by 25% of the project worth. Check if the project is in the project list. |  |
| 1 | 5 | cancel a project | 30 | 4 | Select a project from the project list, choose remove to remove the project, check if the money has decreased 25% of the project worth. Check if the project is no longer in the project list |  |
| 1 | 6 | produce an event for each developer the player has hired | 80 | 8 | Random an event for each developer. |  |
| 1 | 7 | calculate the remaining function points that must be completed | 40 | 3 | After a week, calculate the function points that has been added for the week and the remaining function points needed. |  |
| 1 | 8 | determine if a project has finished | 30 | 4 | After a week, check all the functions to see if the functions point needed for that functions is >=0. If all is 0 then the project has finished. |  |
| 1 | 9 | display the current week (within the current month) | 20 | 3 | Display the current time. After a week/month, the time increases accordingly. |  |
| 2 | 10 | Pause the game and let the player perform their actions | 10 |  | ??? |  |
| 1 | 11 | Generate new random developers | 20 | 4 | After a month, if the player chooses to hire more developers, generate a random list of developers. |  |
| 1 | 12 | Generate new random projects | 20 | 4 | After a month, if the player chooses to accept more projects, generate a random list of projects. |  |
| 1 | 13 | Calculate the amount of money the player has left and decide if the player has lost | 15 | 3 | After each week, calculate the money the player has, if they have <=0, they lost. |  |
| 1 | 14 | Calculate the total function points delivered by the player | 15 | 3 | After each week, calculate the function points delivered by each developer, then sum them up to have total. |  |
| 1 | 15 | Calculate the total weeks played | 10 | 2 | Add up all weeks in the time line. |  |
| 2 | 16 | Determine if any of the unhappy developers leave | 25 | 5 |  |  |
| 1 | 17 | see all of their developers (display all information, happy/unhappy, name, salary, skills etc) | 30 | 4 | Select a developer in the developer list, choose display, their information will be shown |  |
| 1 | 18 | see which developer is assigned to which project | 25 | 4 | Select a project from the project list, see which developers belongs to which project. |  |
| 1 | 19 | assign a developer to a project | 35 | 4 | The same with add |  |
| 1 | 20 | choose a new project from the selection offered each turn (month) | 40 | 4 | After a month, if the player want to hire more developers, select one from the random list and chose hire. Check if the developer is hired. |  |
| 2 | 21 | see operating expenses (i.e. developer salaries, coffee, pizza and red bull costs) | 20 | 5 | Calculate the total cost for a week and display. |  |
| 1 | 22 | see when projects will finish (number of function points left) | 20 | 4 | Calculate the remaining function points left for each function of a project. When the player select a project and choose to view progress, a summary will appear. |  |
| 1 | 23 | Save game | 25 | 2 | When the player quit the game, it is saved automatically. Test by load the game. |  |
| 1 | 24 | Load game | 25 | 3 | After start the game, the player can load the game that they have saved. Check to see if the loaded game is valid. |  |
| 2 | 25 | Skill advancement | 25 | 7 | After a project has ended, the developers of the project will have their skills advanced. Check if the skills of the developers have been advanced. |  |
| 2 | 26 | High score | 25 | 7 | After game over, the function points that the developers have delivered will be set as the high score. Go to high score to see if the score is correct. |  |
| 2 | 27 | Different difficulty | 20 | 7 | Random the difficulty of the project. The higher the difficulty, the higher the cost, the more function points needed, etc. |  |
| 2 | 28 | Cost for the software and hardware | 20 | 7 | Buy hardware and software for the developers. How to check? |  |
| 2 | 29 | Developer happiness | 20 | 8 | When the developer is not having beer, they are not happy, when they are assigned to a project that is not their core, etc. have a bar to demonstrate how to developer feel. |  |
| 2 | 30 | Food/dinks | 20 | 7 | When developers are not having food & drinks, they will not work. Check by if they do not have food & drinks, the hungry developers will produce 1 FP. |  |
| 1 | 31 | Developer salaries | 20 | 3 | Each month, the player must pay the salaries for developers. After a month, check if the money left is calculated correctly. |  |
| 2 | 32 | Project bonus | 20 | 3 | If the project is finish early, they will be given a extra 25% of the project worth. | The bonus and bonus level might be changed |
|  | 33 | Skills rules implemented | 35 | 5 |  |  |
| 1 | 34 | Test implemented | 30 | 5 | Provide all the unit test for the project. |  |
| 1 | 35 | Turns implemented | 40 | 12 | Each turn is a month, 4 weeks in each turn. After a the player click next. Animation for each week will be shown (various things happen )and after a month, the player take control again |  |
| 1 | 36 | Calculate skill applying for project | 40 | 5 | Calculate the skills applying to project correctly |  |
| 1 | 37 | Fire a developer | 30 | 2 | Choose a developer from the developer list and fire. Check if the developer has been remove from the list. |  |
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