Sprint Plan for Week 7

Context Project: Computer Games
Group: 4
Based on pair programming.
this week

Green rows are deadlines for

User Story Numbers:	**Task:** Ordered on highest priority first and lowest priority last	**Task Assigned To:** [Responsible] ([Partner])	**Estimated Effort per Task:** Effort prediction in total amount of hours spent by all team members
-	Improve overall project test coverage. Minimal 60% without 'views' package.	Ben (Nick)	13
1	Create the collectible screen with image of the collectable, rarity indicator, date obtained and owner.	Jean (Martijn)	14
	Collectible screen should fit screen size.		2
2	Create a sortable collection architecture.	Martijn (Jean)	16
	Create a local storage for collectibles.		6
3	Extend server functionality.	Jurgen	16
	Create an SQLite database to power the servers backend.		6
	Create database schemas for identification, Timers, groups and collections.		4
	Create a client for the game to communicate with the server.		8

4	Create a Screen where users can make and join groups.	Martijn (Jean)	12
	Allow players to submit fish to a group collection.	Jurgen	2
5	Ask users what they think about the game and observe how they play the game. Document all bad habits as well as feedback.	Nick	12
	Create the initial version of the CHI Paper	Jurgen	5
	Update the EAD with new code and architecture.	Jurgen	4
6	Balance events so users don't have to try many movements to understand how to how the event behaves.	Nick (Ben)	10
	Theme events and give the player a goal for completing that event.		8
	Implement a notification for when a new stroll is available.	Ben (Nick)	8

User Stories	
User Story Number:	**User Story:**
1	As a user, I want to be able to see my rewards
2	As a user, I want to be able to review my rewards at a later time.
	As a user, I want to be able to sort my rewards to quickly find a rewards I am looking for.

3	As a user, I want my data to be stored on a server so I have a backup of my progress.
4	As a user, I want to be able to create and join groups, as well as share my fish with this group.
5	As a user, I want to play an understandable and enjoyable game.
6	As a user, I want events to function fluently, so I can properly enjoy the game.

Argumentation on priority:

We really need to get our test coverage up to a proper level. That's why we put this first.

After that we want the user to actually get some feedback on what they are doing. This means that the rewards have to be implemented completely.

Then we need a server to synchronize data and allow for collaborative components. We put this after the collection screen because we first need to have a reward structure before we can create the database schema for it.

When both are done, we need to connect the server and collectibles together. This also includes the possibility for players to join groups.

Since we have to get some feedback we then prioritize getting that feedback. It is not as important as the other prior features, since this is only to improve the game. The other features are actually core features that we want to implements.

Low priority, but still important is the initial CHI Paper. Since this is only in bullet points it should not take too long to create.

Finally we want to balance the events that we currently have. Although they are functioning 'okay' they are not as smooth as you'd like to see from a game. Sometimes a movement is not properly caught and sometimes when putting down the phone or slightly moving it suddenly clears a task. This needs some balancing, but it working either way.