

Sprint Plan for Week 3			
Context Project: Computer Games Group: 4 Based on pair programming.			
User Story Numbers:	Task:	Task Assigned To: [Responsible] ([Partner])	Estimated Effort per Task: Effort prediction scales based on lightest task
-	Product Vision (Final)	Jurgen (Jean)	3
-	Work out the game concept	All	5
-	Setup of programming environment (LibGDX)	Martijn (Jean)	5
-	Product Planning (draft)	Jean (Martijn)	2
1	The timer has to function	Ben (Nick)	4
	Scenes have to be switchable using buttons		
2	Read up on the LibGDX framework	All	3
-	Update EAD with extended concept	Nick (Ben)	1
3	Logger implementation	Nick (Jurgen)	2

User Stories	
User Story Number:	User Story:
1	As a user, I want to be able to see when I can take my next stroll, so that I can plan my work around it.
	As a user, I want to be able to press a button, so that I can go to a different menu.
2	As a developer, I want to understand the environment in which I'm programming, so that I can work more efficiently.
3	As a developer, I want feedback on what is happening during runtime, so I can earlier discover potential bugs and inappropriate behaviour.