

Sprint Plan for Week 4

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

User Story Numbers:	Task: Ordered on highest priority first and lowest priority last	Task Assigned To: [Responsible] ([Partner])	Estimated Effort per Task: Effort prediction scales based on lightest task
-	Product Planning (final)	Jean (Martijn)	2
-	Extend EAD with design documents that we create this week	Ben (Jurgen)	3
1	Timer keeps running when the game is closed or minimized..	Jurgen (Ben)	3
	Timer keeps running when the phone is turned off or rebooted.		
2	Create a 'Stroll' screen that has to display a timer.	Nick (Jean)	1
	After the timer hits 0, the screen is changed to a reward screen.		
	The reward screen has a button to return to the main menu.		
3	On random intervals during a stroll, an event occurs.	Jean (Nick)	2
	Whenever an event occurs, the user is notified by a pop up.		
	The player can acknowledge the notification by pressing the "OK" button.		

	When the “OK” button is pressed, the notification disappears and the player returns to his/her stroll.		
-	AssetManager	Martijn (Nick)	1
4	Screens should be easily switchable and as independent as possible.	Martijn (Nick)	2
	Add a button to the main menu to go on a stroll (iff the player has waited long enough)		

User Stories	
User Story Number:	User Story:
1	As a player, I want to be able to close or minimise my application, so that I can use my phone for other things and still go on a stroll every hour.
	As a player, I want to be able to turn off or reboot my phone while the timer keeps running, so that I can still go on a stroll every hour.
2	As a player, I want to be able to see how much time I still have left on my stroll.
	As a player, I want to be able to see which rewards I have earned after a stroll.
	As a player, I want to be able to return to the main menu, after I have accepted my rewards.
3	As a player, I want to events to randomly occur while I am on a stroll.
	As a player, I want to be notified when such an event occurs.
	As a player, I want to be able to acknowledge the event.

	As a player, I want to be able to go back to my stroll when the event has been completed.
4	As a developer, I want to easily be able to implement and add new screens, so that the implementation of the project will run more smoothly.
	As a player, I want to be able to press a button on the main menu, so that I can go on a stroll when a stroll is available.