

Sprint Plan for Week 2

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
-	Work out the game concept (product vision)	All	5
-	Pitch the game concept (before wednesday)	Jurgen Ben Jean	1
1	Write down the game concept for scenes and states	Jean (Martijn)	3
-	Work out the initial program <i>architecture</i> (UML & design patterns)	Ben (Nick, Jurgen)	4
2	Work out the initial concept for the GUI	Jean (Martijn)	3
3	Create the initial frame for the project	Martijn (Ben)	4
4	Setup debug logger	Nick (Jurgen)	3
5	Briefly research data storage formats for server-side interaction	Jurgen (Nick)	2

User Stories	
User Story Number:	User Story:
1	As a developer, I want a guideline while developing the game.
2	As a user, I want to visually interact with the game.
3	As a developer, I want feedback from the client on the current state of the product.
4	As a developer, I want feedback to what is happening during runtime.
5	As a user, I have to be able to get data from the server (user info, teams, scores, etc...).