

Sprint Plan for Week 5

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 in total amount of hours spent by <u>all</u> team members
1	Create a default style for all the GUI elements	Nick (Jurgen)	12
2	Make a stroll and be able to encounter events	Ben (Nick)	12
	Let the player receive rewards after a stroll has ended		3
3	Make a playable event	Jean (Ben, Martijn)	36
4	Optimize the GUI for different devices	Jurgen (Martijn)	12
5	Define the general concept of the game	Jean (Ben)	18
-	Create a name for the game.		3
-	Create an Assets class	Martijn (Nick)	12
-	Update the emergent architecture design	Jurgen (Ben)	15

User Stories

User Story Number:	User Story:
1	As a developer, I want to be able to easily add a new button that has the same style as the rest of the game.
2	As a user, I want to be able to go on a stroll and play events during this stroll.
	As a user, I want to receive rewards when I successfully complete an event during a stroll.
3	As a user, I want to play an event.
4	As a user, I want to be able to play the game on different devices without problems.
5	As a user, I want to play a game with a well thought out concept.