Backlog on Sprint #4

Context project: Computer games. Group: MIGI2

UserStory	Task	Member responsible for task [1]	Task Assigned To	Estimated Effort per Task (in hours)	Priority(A-E) (A is highest)
VR support As the VR player, I want to have support for the Rift in the game, so that I can use it to play the game.	Explore the provided jMonkey VR library.	Taico	Robin	3	A
	Implement VR support in the game.	Taico	Robin	5	A
	Implement headtracking to look around in the game.	Taico	Robin	4	A
Controller Support As the VR player, I want to be able to control the movement of my character using an Xbox 360 controller.	Implement the link between the controller and the game.	Taico	Chiel	2	B
	Create the key bindings to control the player.	Taico	Chiel	1	B
QR Code As a normal player I want to be able to	Generate QR codes from a given URL.	Taico	Robin	1	B
	Get the URL to connect to.	Taico	Robin	2	C

connect to the game by scanning a QR code, so I don't have to type in the entire IP adress of the server.	Show the QR code on the second screen.	Taico	Wytze	2	C
Web Interface As a player I want to have a web interface to connect to, so that I can join the game and play.	Make the tiles in the Interface clickable.	Taico	Bram	3	A
	Implement the ability to perform actions on tiles.	Taico/Robin	Bram	5	B
	Show a different screen depending on the game state.	Taico	Bram	4	D
	Display entities on the map.	Taico	Bram	6	A
Second Screen As a player I want to have a big (secondary) screen to look at with the menu and map, so that I can see more of the game than with only a mobile screen.	Create the second screen.	Taico	Wytze	2	A
	Show the QR codes on the screen	Taico	Wytze	2	B
	Show the map on the screen.	Taico	Wytze	4	B
Animations As the VR player I want to have	Explore animations in the jMonkey engine.	Taico	Wytze	1	D
	Create the first animations	Taico/Wytze	Wytze	3	E

animated environments, so that the game becomes more immersive.	and add them to entities.				
Entity Interaction As the VR player, I want to be able to interact with entities, so that I can pickup bombs and keys or open doors.	Add inventory system to the player.	Taico	Wytze	2	A
	Implement picking up and placing bombs.	Taico	Wytze	3	B
	Implement picking up keys.	Taico	Wytze	3	B
	Implement opening doors using the correct key from the inventory.	Taico	Wytze	2	C
Room Loading As a developer, I want to be able to load rooms from disk, so that generating levels becomes easier.	Load a room from a json file describing the room.	Bram	Robin	3	B
Update Maze Generation As a developer, I want an improved version of the level generation, so that I	Improve corridor generation to ensure door locations.	Bram	Robin	6	B
	Add a start location to the maze.	Bram	Robin	2	C

am able to set start locations and have predictable positions of doors in rooms.					
VR Menu Level As a VR player, I want to be able to walk around in a level when the menu is shown, so that I can get used to the controls and see how the game works.	Create a level that is loaded when the game is in the menu.	Bram	Chiel	4	B
	Create wall panels that show images.	Taico	Chiel	4	C
	Create images for on the panels.	Wytze/Robin	Chiel	3	D
	Add a way for the player to start the game.	Bram	Chiel	4	C
Gameplay Testing Document As a developer, I want to have a gameplay test document, so that I can playtest my game in an efficient and scientific way.	Read/search literature on the topic.	Robin	Taico	5	B
	Write the gameplay testing ducument.	Robin	Taico	7	C
Create Issues As a developer I want to have cards created for my tasks	Create cards on waffle.io for all the tasks described in this document.	Taico	Taico	2	A

on Waffle.io, so that I can plan my work and know all my tasks.					
Game State Refactoring As a developer, I want more advanced game state information, so that I can use the state of the game in my code in a better way.	Refactor game states in the framework.	Taico	Taico	2	B

[1] Responsibility is based on the roles of in the game development team, which can be found in the game design document.

Explanation for priorities of sprint items.

Task 1-3: The Oculus Rift is part of the core of our game so they should have the highest priority.

Task 4-5: Controller support is a must have feature but the already present first person mouse controls decrease the tasks immediate importance for making the game playable.

Task 6: Generation of QR codes is a must have, but convenience feature. Therefore not having priority A.

Task 7-8: Displaying and linking the QR codes depend on task 6 and are therefore lower in priority.

Task 9-10, 12: The map shown on mobile devices is a core gameplay element, therefore the highest priority. Task 10 is however dependent on task 9 which gives it priority B.

Task 11: Switching screens instead of one bigger screen is only convenience for the player as the interface is functional without this feature.

Task 13 -15:	The big screen is part of the core experience of the game. Task 14 and 15 are dependent the existence of this screen and therefore have a lower priority.
Task 16-17:	Animations are visual extras that do not add to the core gameplay, so they have a lower priority towards the first playable spikes.
Task 18:	Adding an inventory system is a dependency for pickups implemented in task 20-22.
Task 19-21:	Pickups are in the core gameplay, but dependent on task 19, where task 22 is also dependent on task 21.
Task 22-23:	Loading rooms and improving the corridor generation are important for creating good levels, but not essential for the first playable spikes.
Task 24:	Adding an explicit starting location to each level is needed for good gameplay, but the method used now for finding that place is good enough for now.
Task 25-28:	The menu/tutorial level is important for the VR player, but not of the highest importance. Task 26 and 28 are dependent on task 25 and task 27 is dependent on task 26.
Task 29:	The gameplay testing document is needed when we want to start play testing in sprint 5. Before the document is written, some research has to be done.
Task 30:	Creating cards for all the tasks is part of our sprint organization and therefore has the highest priority.
Task 31:	The web interface needs an easier way to work with the game state and therefore this refactoring is needed.