

# Backlog on Sprint #3

Context project: Computer games. Group: MIGI2

UserStory	Task	Member responsible for task <sup>1</sup>	Task Assigned To	Estimated Effort per Task (in hours)	Priority(A-E) (A is highest)
<b>Refactoring framework code</b> As developers we want to refactor the framework code, so that we will have an easier time implementing future features	1. Refactor framework code	Chiel	Chiel	6	A
<b>Collisions and movement</b> As a player, you want to not be able to walk through walls and have the feeling physics apply when moving,	2. Implement Movement and key listeners	Robin	Robin	10	A
	3. Implement physics into the game	Robin	Robin	10	B

to make the game feel more realistic.					
<b>Advanced maze generation</b> As developers we want to create an algorithm that generates random traversable mazes for us, so that our game won't get repetitive.	4. Explore possibilities	Bram	Bram	2	A
	5. Implement algorithm	Bram	Bram	14	A
	6. Make rooms loading and saving rooms possible	Bram	Bram	3	C
	7. Combine the features above	Bram	Bram	1	C
<b>Webinterface</b> As developers we want to have a web interface of our game, so that we can playtest without all the necessary equipment.	8. Explore possibilities	Taico	Taico	2	A
	9. Write Web interface	Taico	Taico	18	A
<b>Keys and doors</b> As developers we want more objects in our game to create more variety in our levels	10. Implements keys	Wytze	Wytze	3	A
	11. Implement doors	Wytze	Wytze	3	A

<b>Animation:</b> As a user I want to see animations when things happen to help me understand what is happening and to make the game more realistic	12. Figure out how to use Animations in JMonkey	Wytze	Wytze	2	C
	13. Create animations for bombs	Wytze	Wytze	7	C
	14. Implement the animation into our game	Wytze	Wytze	3	C
<b>Expand framework to support features that are being implemented this week</b> As developers we want our framework to be able to support any features, so that we will have an easier time implementing said features	15. Expand the framework to support certain features	Chiel	Chiel	11	A-C
<b>Controller support</b> As a user I want to be able to use a controller to play the game, so that I have	16. Implement controller support	Chiel	Chiel	1	C

an easy and comfortable time playing the game					
<b>Properly update product backlog</b> As developers we want to have our product backlog properly updated so that the information it gives is reliable and accurate	17. Update product backlog	Chiel	Chiel	2	A

<sup>1</sup> 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: We need this to be implemented before we can start on other implementations.
- Task 2: Very important to our game since we have a lot of walls which we don't want to be able to walk through.
- Task 3: Since our game doesn't use a lot of movement besides walking, physics will be less important
- Task 4-5: Having random mazes is an important feature to the variety of our game.
- Task 6-7: Loading and saving mazes might come in handy, but is not as important as creating random ones.
- Task 8-9: Having a web interface will help out greatly when it comes to playtesting the game.
- Task 10-11: These are basic features that we want to have implemented into our game as soon as possible.
- Task 12-14: We want to have animations in the game at a certain point, but at the moment it is not as important as other features.

- Task 15: Can range in importance based on the feature it wants to support, but generally as important as the feature itself.
- Task 16: Like animations, nice to have, but not mandatory yet.
- Task 17: It's Important to keep the documents as updated as possible.