

## Sprint Backlog, Iteration #1

| User Story description                               | Task  | Member responsible for the task | Task assigned to   | Estimated effort per task (in hours) | Priority (A-E) (A is highest) |
|--|---|---------------------------------|--|--------------------------------------|-------------------------------|
| As a user I want to be able to start a level         | <ul style="list-style-type: none"> <li>- Create notion of level in game logic</li> <li>- Start level on opening of front-end</li> <li>- Create game board for a level with a tile system</li> <li>- Display game board in front-end</li> </ul>  | Christian                       | <ul style="list-style-type: none"> <li>- Christian</li> <li>- Earth</li> <li>- Fabian</li> </ul> | 8                                    | A                             |
| As a user I want to be able to control the receptors | <ul style="list-style-type: none"> <li>- Create notion of receptors, balls and rails in game logic</li> <li>- Allow these individual entities to be rendered on the front-end</li> <li>- Implement balls traveling over rails</li> <li>- Implement rotation of receptors</li> <li>- Implement rendering of integrated entities</li> <li>- Implement vanishing of balls in the slots and marking of the receptor if it is completely filled with balls of the same colour</li> </ul> | Fabian                          | <ul style="list-style-type: none"> <li>- Fabian</li> <li>- Bas</li> <li>- Matthijs</li> </ul>    | 20                                   | A                             |
| As a developer I want to be able to spawn new balls  | <ul style="list-style-type: none"> <li>- Create notion of nexus in game logic</li> <li>- Display nexus on game board in front-end</li> <li>- Implement spawning of balls</li> <li>- Implement traveling and bouncing of balls on the nexus</li> </ul>   | Earth                           | <ul style="list-style-type: none"> <li>- Earth</li> <li>- Christian</li> <li>- Bas</li> </ul>    | 10                                   | A                             |
| As a user I want to be able to win/lose the game     | <ul style="list-style-type: none"> <li>- Implement vanishing of balls in receptor when all balls have the same colour</li> <li>- Create and display time counter for the current level</li> <li>- Create and display time counter for nexus</li> <li>- Mark the game as lost if one of the counters expires</li> <li>- Mark the level as won if all receptors have been marked at least once</li> </ul>   | Matthijs                        | <ul style="list-style-type: none"> <li>- Matthijs</li> <li>- Fabian</li> </ul>                   | 10                                   | B                             |