

Sprint Plan for Week 9

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	Finish crane multiplayer event	Jean	10
-	Fix bug that assets don't get reloaded correctly when app is re-opened	Jurgen	2
-	Fix bug that opening screens will crash the game		5
-	Playtest session with users	Nick	15
-	Update the emergent architecture document	Martijn	15
-	Improve code coverage without view package to 75%	Everyone	30
-	Refactor code to improve code quality for SIG	Ben	20
-	Create the final report draft	Jurgen/Martijn	8
2	Create aquarium to view your group collection	Martijn	4
-	Update CHI-paper draft	Jurgen	3

-	Create CHI-video script		
-	Create presentation public demo.	Jurgen/Ben	3
-	Create better feedback to the user about its moving state.	Jean	2
3	Make the accelerator compatible with each device rotation	Jean	4
-	Fix the reward screen	Martijn	2
-	Create a demo-mode in settings	Nick	2
-	When events spawn, there should be a small delay so you don't instantly complete a part of the event	Nick	5
-	Screens need to be beautified, and have better visuals.	Jurgen	8
-	Fishing event should give lesser rewards when not completed	Ben	2
-	Fix bug that timer gets reset when closing app on a stroll	Ben	3
-	Be able to join multiple groups	Jean	8
-	Fix bug where server doesn't clean up connection ID's	Nick	3
-	Fix bug that texts are not wrapping	Martijn	2

User Stories	
User Story Number:	User Story:
1	As a user, I want to be able to play events with my friends.
2	As a user, I want to be able to view the collection I've built up with my group.
3	As a user, I want to be able to complete the events, no matter how I hold my phone.