Sprint Plan for Week 8

Context Project: Computer Games
Group: 4
Based on pair programming.

Orange colored rows are optional. *Green rows are deadlines for the feature lock.*

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 all team members
1	Be able to create groups	Martijn (Jurgen)	10
	Be able to join created groups		5
	Views (such as overview, join, edit) for the groups		4
	Multiplayer event connection	Ben	6
2	Be able to donate fish to groups	Jean	2
	Client/Server Integration	Jurgen (Martijn & Jean)	20
3	Be able to reset a player's collection	Ben	4
	Be able to mute the in game sounds	Nick	4
4	Create a collaborative event	Ben (Nick)	18

	Create modules/components out of the existing classes (client, game logic, views, etc.)	Ben (Jurgen & Martijn)	3
	Fix known issues and bugs	Jean(Martijn)	8
	Get the test coverage up to acceptable levels	Everyone	16
5	Let the reward screen display the earned collectibles	Jean (Martijn)	4
6	(Create more events)	Jean (Nick)	12
7	(Create a competitive event)	Nick	6
	Update the wiki with all the links to our deliverables	Jean	1
	Update EAD (1 day nothing but EAD)	Jurgen	8
8	Create and introduce more sounds and music.	Nick	4
9	Research on animations	Jurgen	2
10	Create more/better art.	Everyone	6

Argumentation on priority:

First of all, there will be a feature lock on monday, so all the features that we would still like to see implemented in the game have to be finished by then (marked green). Therefore they have the priority.

After that has been finished, we need to sort the code into components and fix all the known issues. Then it is time to get the test coverage up to normal standards again which will help us find and fix new bugs and issues.

After everything is sorted and reasonably tested we would like to create more events, both solo and collaborative. It would also be nice if the collectibles would not only be drawn in the collection screen, but also in the reward screen. After that we can try and improve our game's visual and audible elements, to hopefully make it more attractive on first sight.

User Stories	
User Story Number:	**User Story:**
1	As a player, I want to be able to create and join groups, so that I can cooperate with my friends/colleagues and obtain different collectibles.
2	As a player, I want to be able to donate my collectibles to groups, so that I can contribute to unlocking different collectibles.
3	As a player, I want to be able to reset my collection, for whatever reason.
	As a player, I want to be able to mute the in game sounds a music, so that I can play in silence when I choose to.
4	As a player, I want to be able to play events with my friends/colleagues, to allow for more variety in playing and hopefully strengthening or creating relations.

5	As a player, I want to be able to see the collectibles I have earned, immediately after I have earned them.
6	As a player, I would like to be able to more events, so that I don't always have to play the same events.
7	As a player, I would like to be able to play a competitive event, to allow for a little competition between friends/colleagues
8	As a player, I want more sounds effects and music, to make the game more appealing.
9	As a player, I would like to have animations in the game, to make the game more visually appealing.
10	As a player, I would like the game to have more and better art, to make the game more visually appealing.