

Sprint Plan for Week 6

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

Green rows are deadlines for

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
-	Back button on the device should return you to the previous screen	Jurgen	1
	Buttons in settings and stroll have to function as described	Jurgen	1
-	Fix font bug when exiting and reopening the app	Jurgen	3
-	Decoupling GUI and Model (and testing)	Ben (Jurgen)	15
-	Work out game concept for presentation	Ben / Jurgen	4
	Create presentation slides/notes		2
	Prepare presentation		2
1	Work out how rewards are given and how rarity is defined	Jean (Martijn)	12
	Create a data structure from integer to colours/patterns and vice versa		20

-	Refactoring timer for better functionality	Ben (Jurgen)	6
	Create sprites for the collectibles	Martijn (Jean)	20
	Create an architecture for collectibles for easy extension		12
2	Implementing movement checking during stroll	Nick (Jurgen)	8
	Create an additional event so we have 2 functioning events		25
	Modify events to match the theme of the game and have visuals.		8
3	Create a design for the collectible screen	Jean (Martino)	10
	Display rarity of collectible in the collection screen		2
	Playtesting with external people	Nick	6
	Update the EAD	Nick	5
4	Research into networking (e.g. Bluetooth/NFC)	Ben	0+
	Research into server/client (e.g. Firebase or default Android server)		0+
5	UI should still function after switching device orientation (e.g. landscape to portrait)	Jurgen (Martijn)	0+

User Stories	
User Story Number:	User Story:
1	As a user, I want to be able to earn different kinds of collectibles
2	As a user, I want to be able to encounter different events, because having only one event makes the game stale and dull.
3	As a user, I want to be able to see which collectibles I have obtained.
	As a user, I want to be able to see how rare my collectibles are.
4	As a user, I want to be able to connect with other users to play the game with them or against them.
5	As a user, I want to be able to turn my phone's orientation to my own liking.

Argumentation on priority:

The most important thing is that the GUI does not contain significant bugs. This means that this is one of the highest priorities. This should not take too long because of good refactoring in the previous week. Some minor changes have to be made, but we already know how to fix this.

After that the presentation is important. The presentation is important since it is part of the project grade and has an earlier deadline. This also does not take too long, but has to be finished before the other tasks.

Third most important thing to solve is the Timer. Currently we have functioning timers, but they are not as feature rich as we want them to. In order to properly use them in events as well as better initialize them some refactoring has to be done.

After that we think it is important that the player can actually get and collect some rewards from the events. Although creating more events is also important, the priority is set on the rewards. The basis for new events has already been made, but not yet for rewards. Also: an event has to know how to assign a certain reward. This means the way we calculate the reward has to be finished.

When we reach the end of the sprint we hope to have a game that is more tangible. Using this game we want to ask users for feedback and see how we can improve the game even further. What is liked and what is not. This can however only be done if the game has progressed a bit further.

Then we need to update the EAD. This is something that has to be done once everything is finished and should not take too long.

Finally we prepare for the next week in which we want to add group functionality. Since this is preparation for the coming weeks it is something we did not assign any expected time to. First we want to finish the important parts and when there is room left we can get to some research. One thing that has also been mentioned is that some people prefer portrait over landscape. Currently the only orientation supported is landscape. This orientation is finished to support multiple aspect ratios as well as resize without upscaling on hdpi devices. The game is functioning, but can be expanded to appeal to a broader public.