Sprint Backlog #4

Computer Games Contextproject 2015-2016
Course TI2806, Delft University of Technology

Group PixelPerfect

May 13, 2016

Supervisor
Dr. ir. Rafael Bidarra

Teaching Assistents
Sander van den Oever
Jurgen van Schagen

Team

David Alderliesten	4368703	*J.W.D.Alderliesten@student.tudelft.nl*
Floris Doolaard	4362748	*F.P.Doolaard@student.tudelft.nl*
Dmitry Malarev	4345274	*D.R.Malarev@student.tudelft.nl*
Jesse Tilro	4368142	*J.Tilro@student.tudelft.nl*
Wouter Zirkzee	4398858	*W.J.Zirkzee@student.tudelft.nl*

User story	Task	Responsible	Assignee	Estimated Effort (hours)	Priority
As a stakeholder, an assessor or a contributor, I would like to be informed about the evaluation of the past iteration and the planning for the upcoming iteration of the development process in order to verify the progress of the product and to hold team members responsible for their work.	Write and hand-in Sprint 5 Backlog. (Due 20/5)	Jesse	Everyone	1.5	A
	Write and hand-in Sprint 4 Retrospective. (Due 20/5)	Jesse	Everyone	1.5	A
	Attend Sprint 5 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5	A
As a developer, I would like to be up to date with the project so that I can decide what requires my attention.	Organize and participate in a Sprint Planning Meeting. (Mon 16/5)	David	Everyone	1	A
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	1.5	B
As a developer, I would like to make sure my personal knowledge as well as the common understanding amongst the team members of the technology we are dealing with is update, so that I may contribute more effectively and understand what is going on with the product development.	Study the documentation for the jMonkeyEngine for intermediate and advanced users.	Wouter	Everyone	4	B
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	Everyone	2	B
	Get familiar (again) with Blender to prepare for the modelling / rigging / skinning / texture mapping that will have to been done in the upcoming sprints.	Wouter	David	3	E
			Wouter	3	
			Jesse	3	
	Study the documentation provided for Android development.	Jesse	Everyone	2	A
As a developer, I would like to have the project organized in a clear and structured manner in order to increase the efficiency of the development process and to increase the maintainability of the software product.	Enter implementation related tasks of the backlog into the GitHub Issue tracker.	Jesse	David	1	B
As a developer, I would like to be able to grasp what the game will come to look like, in order to be able to effectuate this and work synchronized with my colleagues in order to prevent double work from being done, and to ensure a good understanding of the product to allow for a more effective contribution to the product.	Draw sketches / design mockups of the graphical user interface for mobile devices (2D).	Floris	Wouter	2	C
As a user fulfilling the role of a player, when I am in the game I wan to be able to connect to the other players so I can interact with them from within the game.	Implement a network message hierarchy.	Jesse	Floris	5	A

User Story	Task		Assignee	Reviewer	Points	Sprint
As a user fulfilling the role of captain, when I am in a game session I want to be presented events occuring at random time intervals in order to keep the game interesting for everyone, including myself.	Implement a visual log listing all events in the active queue.		Dmitry	David	5	B
As a user fulfilling the role of crew member, I would like to connect my device to the game, in order for me to play along to prevent passive participation.	Implement serialization of events.	Jesse		Dmitry	5	C
	Implement serialization of actions.			Jesse	4	C
	implement synchronisation of actions between server and client.			Jesse	4	D
				Dmitry	4	D
As a developer or tester, I would like to ensure a certain quality of the delivered code, in order to meet the customer's non-functional requirements.	Evaluate the report generated by the static analysis tools and fix the issues that have escaped into the repository during the sprint.		Floris	Wouter	2	A
	At the end of the sprint do a final refactoring before submitting the code.		David	Jesse	1	B
	At the end of the sprint, check the test coverage and write a new regressive test suite based on the changes and new classes/methods.		Wouter	David	6	A
	Performing active code reviews on all pull requests		Floris	Everyone	4	A
As a user fulfilling the role of captain, I want to have a simple heads-up display that shows the ship's current health, the game timer, and the group score.	Implement a HUD (heads-up display) that shows the team score, time remaining, and the ship health.		Dmitry	David	6	B
As a user fulfilling the role of the captain, I want to be able to see the scene using the Oculus Rift	Implement dependencies and code to allow the VR glasses work		David	Wouter	5	B
As a user fulfilling the role of a crew member, I want to be able to press buttons and be interactive with them. And as a developer, I want to be able to use buttons as a means to test the code dynamically.	Implement relation between code and GUI like buttons for Android.		Dmitry	Floris	5	B