

Sprint Backlog #3

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

Group PixelPerfect

May 6, 2016

Supervisor

Dr. ir. Rafael Bidarra

Teaching Assistents

Sander van den Oever

Jurgen van Schagen

Team

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

User story	Task	Responsible	Assignee	Estimated Effort	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 4 Backlog. (Due 13/5)	David	Jesse	2 hours	A
	Write and hand-in Sprint 3 Retrospective. (Due 13/5)	David	Jesse	1.5 hours	A
	Attend Sprint 3 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5 hours (p.p.)	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 9/5)	David	Everyone	1 hour (p.p.)	A
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.		Everyone	1 hour	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	10 hours (p.p.)	B
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	Everyone	2 hours (p.p.)	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 hours	E
			Wouter	3 hours	
			Jesse	3 hours	
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 hour	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 interfaces.	Floris	Wouter	2 hour	C

As a user fulfilling the role of captain, when I launch the game I want to be able to initialise a game session in order to allow other players to join the game.	Implement a rule that indicates victory in some way (may for now be a pop-up message) when the main timer exceeds.	Floris	Floris	2 hours	B
As a user fulfilling the role of captain, when I am in a game session I want to be presented events occurring 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	4 hours	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 basic networking interface in the server application.	Jesse	Dmitry	4 hours	C
	Implement basic networking interface in the Android client application.		Jesse	4 hours	C
	Make a simple demo action that can be performed via the Android client's user interface, which can subsequently propagate via the network interfaces to the server application.		Wouter	6 hours	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 hours	A
	At the end of the sprint do a final refactoring before submitting the code.	David	Jesse	1 hour	B
As a user, I want to be able to have a route in the spaceship as this leads to the finish, in order to allow the game to be replayable.	Implement route generator algorithm for creating routes.	Jesse	Floris	2 hours	B
	Implement a hierarchy of RouteNodes and implement RouteNode to be more complete.		Floris	3 hours	B