Sprint Backlog #2

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

Group PixelPerfect

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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	Priority
As a stakeholder, I would like to be formally informed about the design, planning and vision of the final product under development.	Set up final deliverable documents for Sprint 2 on Overleaf.	Jesse	Jesse	0.5 hours	A
	Write and hand-in Game Design deliverable document. (Due 4/6)	Floris	Floris	5 hours	A
			Jesse	3 hours	
	Write and hand-in Product Plan deliverable document (final), taking into account the feedback on the draft.	Wouter	Wouter	2 hours	A
			David	3 hours	
	Write and hand-in Product Vision deliverable document (final), taking into account the feedback on the draft.	Dmitry	Dmitry	2.5 hours	A
			Floris	2 hours	
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.	Write and hand-in Sprint 3 Backlog. (Due 6/5)	Jesse	Jesse	2 hours	A
	Write and hand-in Sprint 2 Retrospective. (Due 6/5)	Jesse	Everyone	1.5 hours	A
	Attend Sprint 2 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5 hours (p.p.)	A
	Write and hand-in Project Skills deliverable 1 (individual). (Due 3/5)	Everyone	Everyone	1.5 hours (p.p.)	B
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 2/5)	David	Everyone	1 hour (p.p.)	A
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	15 minutes	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.	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
	Make an initial Object Oriented decomposition of the software system and document it in the form of a UML class diagram.	Floris	Floris	1 hour	C
			Jesse	1.5 hours	
	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	C
			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.	Set up a basic Android application in a separate software repository on GitHub.	Jesse	Jesse	2 hours	C
	Enter implementation related tasks of the backlog into the GitHub Issue tracker.	Jesse	David	1 hour	B
As a user fulfilling the role of captain, when I launch the game I want to be able initialise a game session.	Implement a main timer that is started when the game is launched, indicating the remaining time until the game session is won. (Background process, not yet visualized.)	Jesse	Wouter	0.5 hours	B
	Implement a mechanism for keeping track of the total damage value of the ship.		Wouter	0.5 hours	B
	Implement a rule that terminates the game when the total damage value of the ship exceeds a certain threshold.		Dmitry	2 hours	B

	Implement a rule that indicates victory in some way (may for now be a pop-up message) when the main timer exceeds.		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 occuring at random time intervals.	Implement a scheduler introducing events at random time intervals, adding them to some active queue.	Dmitry	David	2 hours	B
	Implement a visual log listing all events in the active queue.		David	2 hours	C
As a user fulfilling the role of captain, when I am in a game session and an event in my log times out, I expect the spaceship to get damaged.	Implement a timer for each event in the active queue (preferably through providing each event item with a timestamp of the moment of creation and an attribute specifying its lifetime).	Floris	Jesse	2 hours	D
	Implement functionality for the scheduler making it continuously evaluate the active queue of events, increasing the damage value by an event's damage attribute when it times out.		Jesse	2 hours	D
As a developer or tester, I would like to ensure a certain quality of the delivered code.	Evaluate the report generated by the static analysis tools and fix the issues that have escaped into the repository during the sprint.	Dmitry	Floris	2 hours	A