

Sprint Backlog #7

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

Group PixelPerfect

June 3, 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 (hours)	Priority	Priority Motivation
As a stakeholder, an assessor or a contributor, I would like to improve the organisation of the project so that I have a better overview of the tasks that need to be done and things that can be improved.	Write and hand-in Sprint 7 Backlog. (Due 3/6)	Jesse	Everyone	2	A	This is an important, graded deliverable document.
	Write and hand-in Sprint 6 Retrospective. (Due 3/6)	Jesse	Everyone	2	A	This is an important, graded deliverable document.
	Update the Architecture Design document.	Jesse	David	2	A	This is an important, graded deliverable document.
	Update the UML class diagrams to be included in the Architecture Design document.	Jesse	Jesse	2	A	This is an important, graded deliverable document.
	Attend Sprint 5 Review Meeting with Teaching Assistents.	Everyone	Everyone	0.5	A	This meeting is mandatory. Furthermore it allows us to demo our product and gather useful feedback from our stakeholders, so this is crucial.
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 30/5)	David	Everyone	1	A	Very useful way to get everyone on the right track for the sprint, crucial to our development process.
	Organize and participate in daily scrum / stand-up meetings every working day of the sprint.	David	Everyone	1.5	A	Synchronizing collective effort is necessary to prevent redundant effort and make sure everyone works according to plan.
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	We work with the jMonkeyEngine framework quite extensively, so knowing our way around in it is important.
	Study the documentation provided with the library that functions as an interface between the jMonkeyEngine and the Oculus Rift.	David	Everyone	2	B	Making the game playable with the Oculus is a strict customer's requirement. In order to make this realizable we need to know how to use the library.
	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	Getting models of good quality in the game would be nice, but is definitely not important. Getting the game to function properly is far more important than aesthetics.
			Wouter	3		
			Jesse	1		
	Study the documentation provided for Android development.	Jesse	Everyone	2	A	We still need to implement some new features in the Android application demanding more knowledge of the SDK. These features are crucial to the gameplay, therefore we should continue studying the documentation carefully.
As a developer, I would like to have the project organized in a clear and structured manner so that I can 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	Since we work with GitHub Issues as our main Issue Tracker, it is important that we can track our backlog items there. (It is not crucial because we still have the original backlog as a reference.)
	Distribute main package code over more classes to ensure better responsibility / intelligence distribution.	David	Jesse	3	C	The code works this way, and consists mainly of integrations with the frameworks used. Hard to test and get nice and clean, so refactoring it is not that important.
As a developer, I want to know what the game will come to look like, so that I can work synchronized with my colleagues, 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	Not very important because the implementation does not require very careful planning. However it might be useful to synchronize our thoughts on this matter.
As a developer or tester, I would like to ensure a certain quality of the delivered code, so that I can 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	Code Quality is a major part of the rubrics, so making sure to eliminate as many static/dynamic errors is of great importance.
	At the end of the sprint do a final refactoring before submitting the code.	David	Jesse	4	B	Code Quality is a major part of the rubrics, so making sure to eliminate as many static/dynamic errors is of great importance. We consider refactoring slightly less important than testing and debugging, since it does not necessarily help eliminating defects.
	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	Dmitry	7	A	Code Quality is a major part of the rubrics, so making sure to eliminate as many static/dynamic errors is of great importance.
	Performing active code reviews on all pull requests	Floris	Everyone	4	A	Code Reviews help to improve code before merging it into the codebase, allow contributors to keep track of the changes made, increase the extent to which code ownership is shared et cetera. It is crucial for guaranteeing the code will meet some quality requirements.
	Implement: Android test suites / test cases must be implemented to raise test coverage to an acceptable level, mainly the Android Application Test is of importance.	Floris	Dmitry	5	A	Testing is a really important part of the process.
As a user fulfilling the captain role, I want to be able to see a World Space Indicator, so that I can easily choose a route in a nice visual way.	Implement: update the visualization of the Captain's Log to be a World Space Indicator instead of a Heads Up Display.	Jesse	David	5	C	As long as the information is presented (which is the case), it doesn't really matter how exactly it is visualized for now. However it would be nice to require the captain to look around in the ship to monitor statuses: that is why we use the VR headset. Therefore this would make for an interesting enhancement, but not that important.
As a player fulfilling the role of captain, I want to see a realistic cockpit.	Load a good looking mesh and textures of a spaceship cockpit.	David	Wouter	4	B	Improving the scene is important as we still have simple blocks and planes, and a better scene will improve the game's experience.

As a player fulfilling the role of captain, I want to be able to "Click" buttons and interact with things in the cockpit so that I am able to transition to different states in the game.	Implement: relate head tracking with clicking buttons.	Floris	Jesse	8	A	Pressing a button and interaction with the environment using the Oculus Rift is really important for the player. This is also vital for the future progress of the game in general.
	Implement: create a main menu for use with the VR headset.	Jesse	David	5	A	Having a main menu makes it easier to navigate through the game's options. Also allows a settings and/or credits menu to exist.
As a player I would like to wait for the rest of my group of friends/family so that we can start playing together at the same time and choose our role without haste.	Implement: lobby for the players to wait for each other and the captain to start the game.	Jesse	Floris	3	B	Pretty important for the game as players must wait for each other to begin the game.
As a player fulfilling the role of captain, I want to be able to choose a route on which to travel so that I can complete the game.	Implement: route system so that the captain can choose a nodeEvent in a two-way choice manner	Wouter	Floris	14	A	This is one of the more important features of the game which must be finished before the end of next week.
As a developer, I would like to make the system more readable by removing integers so that other programmers can understand the sytem.	Implement: add non-numerical parameters to debug mode.	Wouter	David	2	C	We would like to have the actual parameters in the debug mode instead of only numbers.
As a player, I would like to get connected to the client at all cost when my group is still connected so that I can keep playing with my friends/family.	Implement: client connection lost handler so that the program will still run consistently.	Floris	Jesse	2.5	B	We want the game to keep running without everyone having to reconnect when someone from the group disconnect.
As a player fulfilling the role of captain, I want to get messages about events happening by lights and sounds in the cockpit so that everyone can complete their mini-game.	Implement: location hints based on light bulbs and sound for the captain's cockpit.	David	Wouter	10	A	This is an absolute must for the captain's cockpit emersion.
As a player, I would like to be able to do something in the game while not having to wait for too long.	Implement: create idle-time events for the players to do when they have nothing to do in the game.	Floris	Dmitry	6	A	Also an important feature for idle-time prevention.
As a player, I would like to have more than one event to complete so I don't have too much idle time.	Implement: complete the fire event.	Dmitry	David	5	A	This important event is part of the game.
As a developer, I would like to have maintainable code so that I can easily adjust code.	Refactor: game class has too many fields.	David	Jesse	1.5	E	We would always like to have maintainable and good code. Will most likely be postponed to next week.
As a user, I would like to have a consistent HUD which is easy to follow, so that I can get through the game easily and complete the game.	Bug: prevent HUD from scaling freely.	Wouter	David	0.5	E	The HUD should be consistent throughout the game. Likely to be postponed to next week.
As a user, I would like to have pictures instead of numbers in the mini-game so that I can make the mini-game more easily.	Impement: improve the coffee boost mini-game to have pictures instead of numbers.	Floris	Wouter	6	B	It is pretty important for the use to have a friendly interface, but the feature is already present.
As stakeholder, I would like to know what the project is about and how it progressed so that I can create a clear view of the project.	Write: start writing on the end report. For example by setting up a structure.	David	Dmitry	2	D	As it is feature week, the end report is of low priority, but should be started so that we don't have all the work in the end.