Pong Game
Estimated effort

Team A

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General:

Estimations are made in hours. The method we used is based on the „maximum"
effort. The maximum priority points are 10.

User Stories

1) As a user I want to have a simple GUI with specific menu points to manage the
   game
   Priority: 8
2) As a user I want to control the rackets via an Arduino Joystick
   Priority: 9
3) As a user i want to have the opportunity to change the settings of the rackets
   and the ball in a several window
   Priority: 4
4) As a user I want to see my rank based on specific requirements compared to
   all other players
   Priority: 6
5) As a user I want to see the bygone time and the current score of the actual
   game
   Priority: 4
6) As a user I want to have the opportunity to play against the computer
   Priority: 3

ESTIMATION 1:

User Story	Philipp Klaudrat	Tician Hauswirth	Dragan Pratljacic
1	35	2	8
2	15	19	15
3	5	6	12
4	25	3	18
5	5	2	5
6	10	18	30

Protocol:

Philipp Klaudrat:
- User Story 6: We discussed the effort oft he KI again

Tician Hauswirth:
- User Story 1: Thought that the GUI was included only
- User Story 4: Thought the evaluation was on the client-site

Dragan Pratljacic:
- User Story 1: Thought that the GUI was included only
- User Story 4: We discussed problems that may occur

ESTIMATION 2:

User Story	Philipp Klaudrat	Tician Hauswirth	Dragan Pratljacic
1	35	30	22
2	15	19	15
3	8	6	7
4	25	28	23
5	5	8	5
6	25	18	25

Result:

User Story	Average effort
1	29
2	17
3	7
4	26
5	6
6	23