

Pong Game

Estimated effort

Team A  
Klaudrat Philipp  
Hauswirth Tician

Pratljacic Dragan

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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

1. As a user I want to control the rackets via an Arduino Joystick

Priority: 9

1. 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

1. As a user I want to see my rank based on specific requirements compared to all other players

Priority: 6

1. As a user I want to see the bygone time and the current score of the actual game

Priority: 4

1. As a user I want to have the opportunity to play against the computer

Priority: 3

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# 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 |

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