



# Lightweight Scrum Planning 5

## Set of Backlog items

The selected items of the backlog that we will be working on this coming week are (ordered by importance):

- Multiplayer architecture
- User testing
- Better graphics
- Initial power-ups

## User stories

### Multiplayer architecture

As a user

Given that I created a lobby  
I will become host

As a user

Given that my game send its input to the server  
I want my game to predict the response of the server to achieve responsive gameplay

### User testing

As a tester

I want to play a playable version of the game

As a tester

Given that I have played the game  
I will take part in a Q&A session

### Better graphics

As a user

I want a visually pleasing game map

## Initial power-ups

As a navigator

Given that there is a power-up on the map

Then I can use that power-up to influence the game

## List of tasks, assigned group members and estimation of effort

### Multiplayer architecture

Task	Assigned to	estimated effort
Client / server architecture	Thijs & Joost	4 points
Client side prediction	Thijs & Joost	4 points
Entity interpolation	Thijs & Joost & Soheil	5 points
Server client synchronization	Thijs & Joost & Soheil	5 points

### User testing

Task	Assigned to	estimated effort
Formulate interview questions	Soheil	2 points
Conduct user testing	Soheil	2 points

### Better graphics

Task	Assigned to	estimated effort
New map textures	Rob & Aidan	4 points

### Initial power-ups

Task	Assigned to	estimated effort
Power-up textures	Rob & Aidan	2 points
Activation of power-ups in navigator view	Rob & Aidan	3 points
Two simple power-ups	Rob & Aidan	3 points