



Lightweight Scrum Planning 4

Set of Backlog items

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

- Adding multiplayer features
- Implementing passenger stealing
- Adding power-ups

User stories

Multiplayer

As a driver

Given that I am in a game

I can see the other cars driving

As a navigator

Given that I am in a game

I can see all cars on the map, with my own driver marked clearly as such

As a user

Given that a game has ended

I can see who has won that game

Passenger stealing

As a driver

Given that I do not have a passenger

And I crash my car into a car that does have a passenger

Then I steal the passenger of the other car

Power-ups

As a navigator

Given a power-up has spawned

Then I can see the power-up on the map

As a driver

Given that a power-up has spawned

And I drive over the power-up

My navigator will be able to activate the powerup

List of tasks, assigned group members and estimation of effort

Multiplayer

Task	Assigned to	estimated effort
Car location synchronization		6 points
Score synchronization		3 points
End-of-game scoreboard		4 points

Passenger stealing

Task	Assigned to	estimated effort
Car collision detection		3 points
Multiplayer integration		4 points

Power-ups

Task	Assigned to	estimated effort
Power-up spawning		2 points
Adding power-up activation to navigator screen		2 points
Various power-ups		3 points