



Lightweight Scrum Planning 2

Set of Backlog items

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

- Implement Navigator View
- Refactor Existing Code
- Setup Continuous Integration
- Setup Initial Sound Design

User stories

Implement Navigator View

As a user playing the game I want to be able to have a navigator view where i can view the complete map as navigator so that I can direct my partner to a customer.

Refactor Existing Code

The code of the implementation of the game should be clear and structured.

Setup Continuous Integration

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Setup Initial Sound Design

As a user playing the game given I'm a taxi driver in the game I want to hear sound effects from the car so that I experience the feeling of the sounds I would hear when driving a taxi.

List of tasks, assigned group members and estimation of effort

Implement Navigator View

Task	Assigned to	estimated effort
Implement map-like game screen	Joost van Oorschot/ Rob van Bakkum	4 hour
Research Multiplayer API/Serverside	Joost van Oorschot	4 hours
Setup connection between Driver and Navigator	Rob van Bakkum/ Aidan Mauricio	4 hours
Synchronize location updates between devices	Thijs Brands/ Aidan Mauricio	2 hours

Refactor Existing Code

Task	Assigned to	estimated effort
Adding javadoc comments	Rob van Bakkum/ Aidan Mauricio	1 hours
Resolve checkstyle violations	Aidan Mauricio	2 hours
Refactor code	Rob van Bakkum/ Aidan Mauricio	3 hours

Setup Continuous Integration

Task	Assigned to	estimated effort
Set up Jenkins	Soheil Jahanshahi	6 hours
Write basic tests	Thijs Brands and Soheil Jahanshahi	12 hours

Setup Initial Sound Design

Task	Assigned to	estimated effort
Create sound effects for taxis	Soheil Jahanshahi	12 hours
Integrate sound effects into the game	Soheil Jahanshahi	3 hours