



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 did not receive the location of a car from the host
I will see that car at the predicted location

User testing

As a tester

I want a 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		4 points
Entity interpolation		5 points
Server client synchronization		5 points

User testing

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

Better graphics

Task	Assigned to	estimated effort
New map textures		2 points

Initial power-ups

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