



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
- Testing the implementation of the game

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

Testing

As a user

I want a tested and bug free game.

List of tasks, assigned group members and estimation of effort

Multiplayer

Task	Assigned to	estimated effort
Car location synchronization	Joost & Thijs	5 points
Implement client message protocol	Thijs & Soheil	5 points
Score synchronization	Rob	3 points

Passenger stealing

Task	Assigned to	estimated effort
Car collision detection	Rob	3 points
Dropping passenger and cancelling transport	Aidan & Joost	4 points
Multiplayer integration	Aidan & Soheil	4 points

Testing

Task	Assigned to	estimated effort
Expand test suite	Rob & Aidan	5 points

Optional for this sprint

If there is time left in this sprint we will work on the following subtask as part of the multiplayer part of the game:

Task	estimated effort
Show scoreboard at the end of a game	4 points