



Lightweight Scrum Planning 7

Set of Backlog items

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

- Debugging
- Testing
- Documentation

User stories

Debugging

As a user

Given that I trigger a sound event

I want to be able to hear the sound

As a driver

Given that I pick up a passenger

I want my navigator to be able to activate the correct power-up

As a user

Given that I am playing the game with 7 other players

I want the game to be stable

As a navigator

I want the map to be responsive

As a user

Given that I ended a game

I want to be able to join another game without restarting the app

Testing

As a user

Given that I am playing the game

I want to play a well-tested, stable game

As a developer

I want to add more unit test cases

Tasks

Debugging

Task	Assigned to	estimated effort
Sound	Soheil	4 points
Matchmaking	Thijs & Joost	5 points
Model	Thijs & Rob & Aidan	5 points
Multiplayer	Thijs & Joost & Soheil	5 points

Testing

Task	Assigned to	estimated effort
Rewrite tests for multiplayer branch	Thijs & Joost	4 points
Add new unit tests	Rob & Aidan & Soheil	6 points
Integrate all dependencies with Gradle	whole dev team	4 points