



# 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

As a user I want a tested and bug free game.

### 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