Context Project
Computer Games Group 8

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Lightweight Scrum Planning 6

Set of Backlog items

The selected items of the backlog that we will be working on this coming week are:

- Multi-player

  - Passenger synchronizing
  - Power-up synchronizing
  - Passenger stealing
  - Lagging reduction

- Team distinction

- Sound implementation

- Timer for ending rounds

- Timer for dropping Passenger at destinations

- Start main Menu

User stories

Multi-player architecture

As a user
Given that I started a round
I want to finish the game within a certain time frame

As a user
Given that I am playing the game
I want my game to be fully synchronized throughout all devices participating

Main Menu

As a User
Given that I have started the game
I want to see main menu screen which I launched the game

Sound Implementation

As a user
While I am Playing the game
And I am picking up the passenger
I want to hear a sound that I picked up the passenger.

As a user
While I am Playing the game
And I am picking up power-ups
I want to hear a sound that I picked up the power-up.

As a user
While I am pushing the gas pedal in the game
I want to hear a sound that indicates am accelerating.

List of tasks, assigned group members and estimation of effort

Multi-player

Task	Assigned to	estimated effort
Passenger synchronizing	Thijs & Joost	5 points
Power-up synchronizing	Thijs & Joost	4 points
Passenger stealing	Thijs & Joost	5 points
Lagging reduction	Thijs & Joost	4 points

Other Tasks

Task	Assigned to	estimated effort
Sound implementation	Soheil	4 points
Timer for ending rounds	Rob	3 points
Timer for dropping Passenger at destinations	Aidan	3 points
Start main Menu	Joost	4 points
Team distinction	Aidan & Rob & Soheil	5 point