Context Project Group 8

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Lightweight Scrum Planning 3

Set of Backlog items

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

- Implement real time multiplayer with Google's Game Service API.

- Implement passenger pickup and drop-off.

User stories

Multiplayer

As a user
Given that I have installed the app
And I have started the app
Then I can create a new game lobby

As a user
Given that I have created a new game lobby
Then other users can join my game lobby

As a user
Given that I am in a game lobby
And there is at least one other user in the lobby
Then I can team up with that user

Passenger pickup

As a driver
Given that I stop next to a passenger
Then the passenger will enter my car

As a driver
Given that I drop off the passenger at the correct location
Then I will receive a point

List of tasks, assigned group members and estimation of effort

Implement Multiplayer

Task	Assigned to	estimated effort
Authorize app with Google API		1 point
Setup host logic		4 points
Setup connection between Driver and Navigator		4 points
Synchronize location updates between all devices (not only within team)		4 points

Implement passenger pickup and drop-off

Task	Assigned to	estimated effort
Create passenger artwork		1 point
Passenger spawning logic		3 points
Actual pickup / drop-off		2 points
Points when passenger is dropped off		1 points