Context Project
Computer Games Group 8

Rob van Bekkum	rvanbekkum	4210816
Thijs Brands	tlmbrands	4247132
Soheil Jahanshahi	sjahanshahi	4127617
Aidan Mauricio	amauricio	4195175
Joost van Oorschot	jjevanoorschot	4220471

Date: 15 May 2014

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.

- Initial game menu

- Show current scores on screen

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

Initial game menu

As a user
Given that I have installed the game
And I have started the app
Then I can choose a game to join via the menu.

Show current scores on screen

As a user
Given that I am playing the game (either as navigator or driver)
Then I want to see my current game score

List of tasks, assigned group members and estimation of effort

Implement Multiplayer

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

Implement passenger pickup and drop-off

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

Initial game menu

Task	Assigned to	estimated effort
Create main menu (simple for now)	Aidan & Thijs	2 points
Create a menu for joining a game and teaming up	Aidan & Thijs	3 points

Show current scores on screen

Task	Assigned to	estimated effort
Create bitmap font for game scores	Soheil	1 point
For each team make the current score show on their screens	Soheil	2 points
For each team make the number of succesfully dropped off passengers on screen	Soheil	2 points