

# Sprint plan week 6

Context project: Bust-a-move

Group: 66

User story	Task	Responsible member	Other member(s)	Est. time	Prio
<b>1. Anonymous peer suggestions (Untangling spaghetti)</b>	BallGraph   Reducing nested loops	Jeroen		4 h	A
	BallGraph   Creating more methods for partial functionality	Jeroen		4 h	A
	BallManager   Separate edge detection from main class	Vito		2 h	A
	BallManager   Separate ball snap from main class	Vito		1 h	A
	BallManager   Refactor loops in update	Vito		2 h	A
<b>2. Software metrics</b>	Running inCode	Omar		1 h	A
	Finding flaws	Omar		1 h	A
	AssetLoader   Split loading functionality into separate classes	Omar		3 h	A
	ProfileManager   Fixing or refuting flaws	Omar		2 h	A
	Documentation of fixing AssetLoader and ProfileManager	Omar		2 h	A
	BallManager   Fixing or refuting flaws	Vito		3 h	A
	Documentation of fixing BallManager	Vito		1 h	A

<b>3. Teaming up (Level select)</b>	Redesigning main menu	Antony		2 h	A
	Creating select menu	Antony		3 h	A
	Creating button images	Antony		1 h	A
<b>4. Project overhead</b>	Create test cases (BallManager)	Vito		2 h	B
	Create test cases (cannon package)	Antony		2 h	B
	Create test cases (screens package)	Antony		4 h	B
	Pull-request code review	All		6 h	A
	Fix conflicting code from branch merges	All		2 h	A
<b>5. Bugfixes</b>	Check if floating balls cause problems or give points	Jeroen		2 h	C
	Shoot after 10 seconds AFTER a ball is added to the grid, not 10 seconds after shot	Omar		2 h	C