

Sprint plan week 9

Context project: Bust-a-move

Group: 66

User story	Task	Responsible member	Other member(s)	Est. time	Prio
1. Reduce code complexity	Create a controller class (+ respective test class) for each screen	Antony	Jeroen	6 h	B
	Try to reduce imports (aka coupling) per class	Omar		2 h	C
	Try to change some static classes to regular classes	Vito		2 h	C
	Make sure implemented design patterns are still conform the definitions	Vito		2 h	D
	Fix any remaining problems from inCode	Omar		3 h	C
2. Write more test cases (code coverage and asserts)	Game package	Antony		1 h	B
	Cannon package	Vito		3 h	B
	Cannon.ballgraph package	Jeroen		2 h	B
	Helpers package	Antony		1 h	B
	Input package	Jeroen		1 h	B
	Logging package	Antony		1 h	B
	Settings package	Jeroen		1 h	B

	Test cases for newly created classes and packages	Antony	Jeroen	4 h	B
	Remove screens package from cobertura (test coverage calculation)	Vito		1 h	C
3. Clean up the code	Remove TODOs	All		1 h	B
	Remove commented code	Omar		0.5 h	C
	Add comments to functions that have more than 10 lines	Omar		2 h	C
	Remove unused variables and imports	Omar		0.5 h	B
	Try to fix all findbugs warnings	Vito		2 h	C
	Add a check in every method where null can be passed	Antony		2 h	C
4. Weekly assignment	Write 1000 word reflection (optional)	All		4 h	A
5. Fixing Github issues	Change difficulty level loader to an Enum and make the difficulty level not static	Omar		2 h	C
	Show game statistics on game over screen	Omar		2 h	D
	Change bounce area to hitbox	Vito		1 h	D
	Game over on split screen stops all games	Antony		2 h	D
	Fix iterators of arraylists in ballmanager	Jeroen		2 h	C