Sprint plan week 5

Context project: Bust-a-move
Group: 66

User story	Task	Responsible member	Other member(s)	Est. time	Prio
1. The team has to make assignment 4	Code improvements	determining which to refactor	Vito		2 h	A
	Code improvements	refactoring	Vito		3 h	A
	Code improvements	writing motivation	Vito		3 h	A
	Teaming up (career mode)	Loading other levels	Jeroen		2 h	A
	Teaming up (career mode)	Continue with next level after finishing	Jeroen		2 h	A
	Teaming up (career mode)	Insert shop after level is finished (keep track of progress)	Jeroen		4 h	A
	Walking in your TA's shoes (code quality)	determining scores	Omar		4 h	A
	Walking in your TA's shoes (code quality)	writing motivation	Omar		2 h	A
	Walking in your TA's shoes (enhancements)	code analysis	Antony		3 h	A
	Walking in your TA's shoes (enhancements)	creating proposal	Antony		2 h	A
2. Project overhead	Create test cases (cannon package)	Omar		3 h	A
	Create test cases (screens package)	Antony		2 h	A

	Create test cases (helpers package)	Antony		1.5 h	B
	Create test cases (other packages)	Antony		1.5 h	B
	Pull-request code review	All		6 h	A
	Fix conflicting code from branch merges	All		4 h	A
3. Bugfixes	Remove non-render stuff from render function	Vito		3 h	B
	The game sometimes randomly loads a level when you are playing a level	Jeroen		1.5 h	C
	Create abstract game screen from which multiple game screens can inherit	Antony		2 h	C
4. The player wants to go to the next level	Allow looping through levels	Jeroen		2 h	C
5. The player wants to see their stats when they finish a level	Get time and score data	Omar		1 h	D
	Show data at game over screen	Omar		1 h	D