

Sprint Plan # 4

Group: 6

User Story	Task	Member responsible for the task:	Task assigned to:	Estimated effort per task:	Priority: {A,B,C,D,E}
Exercise 1: End boss: Sharkelli, once the player has reached certain points, End boss spawns, swim across the screen couples of time, immune to bombs, when the end boss is defeated, the player has won.	Make the requirements document.	Michiel	Michiel	1 hrs 0 min	A
	Photoshop an image for Sharkelli.	Clinton	Clinton	0 hrs 30 min	B
	Create EndBoss class.	Sunwei	Sunwei	1 hrs 0 min	A
	Photoshop playerFish with sword	Clinton	Clinton	0 hrs 30 min	B
	Implement sword item for player.	Clinton	Clinton	2 hrs 0 min	A
	Implement the functionality of the spawning of end boss and the sword in the game. And the win and lose scenarios.	Michiel	Michiel	2 hrs 0 min	A
Exercise 2: Design Flaws	Use inCode to compute software metrics on your project, then upload the resulting analysis file to the git repository.	Matthijs	Matthijs	0 hrs 10 min	A
	Fix Message Chains design flaws (handleCollisions()) and explain why the error is there and how it is fixed.	Sunwei	Sunwei	0 hrs 40 min	A
	Fix Message Chains design flaw (playerHasWon()) and explain why the error is there and how it is fixed.	Sunwei	Sunwei	0 hrs 30 min	C

	Fix Feature Envy design flaw and explain why the error is there and how it is fixed.	Matthijs	Matthijs	2 hrs 0 min	A
	Fix Data Class design flaw and explain why the error is there and how it is fixed.	Dmitry	Dmitry	2 hrs 0 min	A

Estimated work effort per member:

Clinton: 3 hrs 0 min

Dmitry: 2 hrs 0 min

Matthijs: 2 hrs 10 min

Michiel: 3 hrs 0 min

Sunwei: 2 hrs 10 min