

Sprint Plan # 3

Game: Fishy

Group: 6

Task	Task	Member responsible for the task:	Task assigned to:	Estimated effort per task:	Priority: {low, average, high}
Exercise 1: Our own improvement will consist of refactoring and making sure each class has the responsibility it should. This also includes creating interfaces for all the classes, as a structural way of rethinking the RDD in the code.	Create requirements document for 'system' refactor.	Michiel	Michiel	1 hrs 0 min	High
	Review responsibilities of each class, some classes are responsible for multiple things.	Michiel	Michiel	1 hrs 0 min	High
	Create a package with interfaces for every class, to help with the notion of RDD.	Michiel	Michiel	1 hrs 0 min	Average
	Make the necessary code changes to reflect the 'new' responsibilities.	Michiel	Michiel	2 hrs 0 min	High
	(Might not be necessary) Adjust the UML to reflect the new code.	Clinton	Clinton	0 hrs 20 min	Low
	Implement Save Game feature	Dmitry	Dmitry	1 hrs 0 min	Low
Exercise 2: We have chosen the factory and singleton design patterns, these are not used in the code yet, so they will have to be implemented first.	Create a requirements document for the factory method design pattern.	Matthijs	Matthijs	1 hrs 0 min	High
	Implement the code changes according to factory method design pattern.	Matthijs	Matthijs	2 hrs 0 min	High
	Write a natural language description of why and how the factory design pattern is implemented in the code.	Matthijs	Matthijs	1 hrs 0 min	High

	Make a class diagram of how the factory design pattern is structured statically in the code.	Clinton	Clinton	1 hrs 0 min	High
	Make a sequence diagram of how the factory design pattern works dynamically in the code.	Clinton	Clinton	1 hrs 0 min	High
	Create a requirements document for the singleton design pattern.	Sunwei	Sunwei	1 hrs 0 min	High
	Implement the code changes according to singleton design pattern.	Sunwei	Sunwei	2 hrs 0 min	High
	Write a natural language description of why and how the singleton design pattern is implemented in the code.	Sunwei	Sunwei	1 hrs 0 min	High
	Make a class diagram of how the singleton design pattern is structured statically in the code.	Clinton	Clinton	1 hrs 0 min	High
	Make a sequence diagram of how the singleton design pattern works dynamically in the code.	Clinton	Clinton	1 hrs 0 min	High
-	Read the Software Engineering Economics paper.	Dmitry	Dmitry	1 hrs 0 min	High
	Explain how good and bad practice are recognized.	Dmitry	Dmitry	0 hrs 20 min	High
	Explain why visual basic being in the good practice group is a not so interesting finding of the study.	Dmitry	Dmitry	0 hrs 30 min	High
	Enumerate 3 other factors that could have been studied in the paper and why you think they would belong to good/bad practice.	Dmitry	Dmitry	1 hrs 0 min	High

	Describe in detail 3 bad practice factors and why they belong to the bad practice group.	Dmitry	Dmitry	1 hrs 0 min	High
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Estimated work effort per member:

Clinton: 4 hrs 20 min

Dmitry: 4 hrs 50 min

Matthijs: 4 hrs 0 min

Michiel: 5 hrs 0 min

Sunwei: 4 hrs 0 min