Sprint Plan # 5

Group: 6

User Story	Task	Member responsible for the task:	Task assigned to:	Estimated effort per task:	Priority: {A,B,C,D,E}
Adjustment from last sprint	Refactor generateBoss() in EndBoss class.	Sunwei	Sunwei	0 hrs 30 min	C
	Update information on MenuScreen	Clinton	Clinton	0 hrs 15 min	D
Exercise 1: As a PlayerFish, I want to be able to pickup an item (life), which grants an extra life. When I collide with a larger fish, if I have more than one life, I lose an extra life. If I don't have an extra life, I die and the game goes to the losing screen.	Make requirements document for new feature (adding new lives to our player fish)	Sunwei	Sunwei	1 hrs 0 min	B
	Make a new Life class	Sunwei	Sunwei	1 hrs 0 min	B
	Make an image for the life item.	Clinton	Clinton	0 hrs 20 min	B
	Implement the new feature.	Michiel	Michiel	1 hrs 0 min	A

Exercise 2:	Refactor code to include design pattern 1. (Abstract Factory Design Pattern)	Matthijs	Matthijs	1 hrs 30 min	B
	Write a natural language description of why and how the design pattern 1 is implemented. (Abstract Factory Design Pattern)	Matthijs	Matthijs	0 hrs 30 min	A
	Make a class diagram of how design pattern 1 is structured statically in the code. (Abstract Factory Design Pattern)	Clinton	Clinton	1 hrs 30 min	C
	Make a sequence diagram of how design pattern 1 works dynamically in the code. (Abstract Factory Design Pattern)	Matthijs	Matthijs	1 hrs 0 min	C
	Refactor code to include design pattern 2. (Decorator for item class.)	Michiel	Michiel	1 hrs 30 min	B
	Write a natural language description of why and how the design pattern 2 is implemented.	Michiel	Michiel	0 hrs 30 min	A
	Make a class diagram of how design pattern 2 is structured statically in the code.	Clinton	Clinton	1 hrs 30 min	C
	Make a sequence diagram of how design pattern 2 works dynamically in the code.	Dmitry	Dmitry	1hrs 0 min	C

Exercise 3:	Reflect on what you have learned from Software Engineering Methods lab	Sunwei	Sunwei	1 hrs 0 min	B
	Reflect on what you have learned about yourself as a team of programmers, and how you will use this in the future to design and implement software systems	Dmitry	Dmitry	1 hrs 0 min	B
	Consider the first version of your game that you submitted for evaluation after two weeks and compare it with the version you submit as a final product for evaluation	Dmitry	Dmitry	1 hrs 0 min	B
	Combine the previous 3 texts into a well structured ~1000 word essay.	Michiel	Michiel	1 hrs 0 min	C
	Do a last grammer check of the essay.	Matthijs	Matthijs	0 hrs 15 min	D

Estimated work effort per member:

Clinton: 3 hrs 35 min

Dmitry: 3 hrs 0 min

Matthijs: 3 hrs 15 min

Michiel: 4 hrs 0 min

Sunwei: 3 hrs 30 min