

Sprint Plan # 2

Game: Fishy

Group: 6

User story	Task	Task assigned To	Estimated Effort per Task
Logger	Change attributes of the logger class. This is because the game will throw a NullPointerException when the player did not click on play, therefore the logger does not have a playerFish.	Sunwei, Dmitry	0 hrs 30 mins
Testing	Write tests for the logger class	Sunwei, Dmitry	1 hrs 0 min
Refactoring Code	Change inheritance structure of the Entity class and its specializations.	Michiel	0 hrs 30 min
New Features User story for new game plus: As a player, when I win the game, I want to be able to restart the game (i.e. become a small fish again), keeping the previous score that I have acquired.	Import the background music to the game	Clinton	0 hrs 20 min
	Implement ability to turn music on and off	Clinton	0 hrs 20 min
	High scores (per game launch, no “save game” yet).	Matthijs, Clinton	1 hrs 0 min
	Implement new game plus	Clinton	1 hrs 0 min
	Implement power up for the fish: fish bomb, power ups can appear according to time or score, when player fish picks up, and the user press the key, the bomb explodes around the radius of the player fish. Radius should depend on sth (e.g. fish size).	Michiel, Matthijs	3 hrs 0 min

Improvements / bug fixes	See task 1 of Logger.	Sunwei	0 hrs 30 min
	Fix bug that image of the playerFish switches to the left image when the player eats a fish on the right side.	Michiel	0 hrs 30 min
Documentation	Write requirements for the new features	Dmitry, Sunwei	1 hrs 0 min

Estimated work effort for each member:

Clinton : 2 hrs 40 min

Matthijs : 4 hrs 0 min

Michiel : 4 hrs 0 min

Sunwei : 3 hrs 0 min

Dmitry : 2 hrs 30 min