Sprint Plan # 1

Game: Fishy

Group: 6

User story	Task	Task assigned To	Estimated Effort per Task (hrs)
-	Following RDD, start from requirements (without considering implementation) and derive classes, responsibilities, and collaborations (use CRC cards). Describe each step. Compare result with actual implementation and discuss any difference (e.g., additional and missing classes).	Sunwei, Clinton	0 hrs 20 min
	Following RDD, describe the main classes implemented in the project in terms of responsibilities and collaborations.	Michiel	0 hrs 20 min
	Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed. If so, perform the code changes; if not, explain why you need them.	Michiel	0 hrs 20 min
	Draw class diagram of the aforementioned main elements of the game (do not forget to use elements such as parametrized classes or association constraints, if necessary).	Clinton	0 hrs 10 min

	Draw the sequence diagram to describe how the main elements of the game interact (consider asynchrony and constraints, if necessary)	Clinton	0 hrs 20 min
-	What is the difference between aggregation and composition? Where are composition and aggregation used in the project? Describe the classes and explain how these associations work.	Dmitry	0 hrs 30 min
	Is there any parametrized class in the source code? If so, describe which classes, why they are parametrized, and the benefits of the parametrization. If not, describe when and why you should use parameterized classes in your UML diagrams	Michiel	0 hrs 30 min
	Draw the class diagrams for all the hierarchies in the source code. Explain why you created these hierarchies and classify their type (e.g., “Is-a” and “Polymorphism”). Considering the lectures, are there hierarchies that should be removed? Explain and implement any necessary change.	Matthijs	0 hrs 30 min
Exercise 3 Simple Logging. As a tester I want to see what actions were executed in the game. Given that the user has launched the game, When the user executes an action,	Task 1: Write the requirements for the logger	Matthijs, Sunwei, Michiel, Dmitry and Clinton.	1 hrs 0 min
	Task 2: For every movement / buttons that the player presses to control the fish, implement the printing of the actions on the console.	Matthijs	1 hrs 0 min
	Task 3: For every button on the main, menu (options), winning and the losing screen,	Sunwei	0 hrs 40 min

Then the console will log the action executed by the user.	implement the printing of the actions on the console.		
	Task 4: For each collisions of the player fish with an enemy fish in the game, implement the printing of the actions on the console and the score the player gains.	Sunwei	0 hr 40 min
	Task 5: For each collisions of the player fish with the border in the game, implement the printing of the actions on the console.	Dmitry	0 hr 40 min

Estimated Work Effort for each Member:

Clinton : 1 hr 40 mins

Dmitry : 1hr 50 mins

Matthijs : 1 hr 45 min

Michiel : 1 hr 10 mins

Sunwei : 1 hr 50 mins