

Tagging in every commit! Fix building failures fast! Write tests!

User Story	#	Task	Subtasks	Task Assigned To	Estimated Effort per Task (hours)	Done		Kleurcode
		Put a Travis badge in the README.md.		Karin		2		
			Define requirements	All		2		Rogier
			Requirement check by Aaron	All		2		
			Make a class diagram of improvements/extensions	Fieke & Lilian	4	2		Christian
		Exercise 1 (use RDD)	Make a sequence diagram of improvements/extensions	Fieke & Lilian	4	1		Karin
As a player, I want to dragon to be animated, to increase user feedback and aesthetics.		Player animation on walking, shooting and standing		Rogier	4	1		Lilian
In the menu the user can select 2 player mode, which allows allows multiplayer		Local multiplayer possibility		Christian	1	2		Bas
-		Bubbles should not trap enemies while floating to the ceiling		Karin en Christian	1	2		Fieke
Caught enemies no longer accelerate indefinitely when floating through open ceilinigs		Fix acceleration of bubbles		Karin en Christain	1	2		All
As a player, while I am playing the game I want to hear the theme music.		The game shall play a music theme when in progress.		Bas	1	1.5		
As a player, I want the dragon hear making a sound when jumping, shooting or destroying enemies.		The game shall play a sound when jumping, shooting or destroying enemies.		Bas	1	1.5		
As a player, I want to be able to turn the sounds on or off by pressing an assigned key.		The player shall be able to turn the sounds on or off.		Bas	1	0		Not started yet
As a player, I want to be able to pause the game by pressing escape.		The player shall be able to pause the game.		Christian	1	2		Working on it
As a player, I want to receive points for finishing a level, killing an enemy or picking up fruit.		The player receives points when he finished a level, he kills an enemy, he picks up a piece of fruit		Bas	1	0		Done!
As a player, since when I am playing the game I am not really focussing on my score, I would like to see my score when the game is over.		The player sees his final score when the game is over		Rogier	0,5	0		
As a player, I want a piece of fruit to appear when I collide the dragon with an enemy, and be able to pick it up.		A piece of fruit should appear when the player collides with a caught enemy. The player can pick up this piece of fruit.		Bas	3	0		
			Define requirements	All		2		
			Requirement check by Aaron	All		2		
			Make a class diagram of improvements/extensions	Fieke & Lilian	4	2		
		Exercise 2 (use RDD)	Make a sequence diagram of improvements/extensions	Fieke & Lilian	4	1		
As a player, I want the dragon to speed up for 10 seconds, when picking up the Speed up Power Up.		Power up - Temporarily speed up a player's movement.		Christian	1	2		
As a player, I want the the bubbles to increase in size for 10 seconds, when picking up the Increase Bubble Size Power Up		Power up - Increase bubble's size.		Christian	1	2		
As a player, I want the shoot bubbles to move a longer distance, when picking up the Increase Bubble Distance Up.		Power up - Increase bubble's movement speed.		Christian	1	2		
		Refactor Log class	Checkstyle and findBugs errors	Karin	1,5	2		
		Refactor TileMap class	Especially FindBugs throws severe errors	Karin	2	2		
		Testing all classes		Lilian	8	1		



Taks	Subtask	Task assigned to	Estimated Effort per	Actual Effort per T	Done	Notes
Put a Travis badge in the README.md.		Karin			2	So succesful
	Define requirements	All			1	Class diagrams needed to be connected, description of responsibilities and design decisions missing
	Requirement check by Aaron	All			1	
	Make a class diagram of improvements/extensions	Fieke	4	5	1	
Exercise 1 (use RDD)	Make a sequence diagram of improvements/extensions	Fieke	4	0	0	No sequence diagram done
Player animation on walking, shooting and standing		Rogier	4	3	2	Animation works
Local multiplayer possibility		Christian	1	3	2	Rough implementation was done quick, but testing and bug solving took longer than expected
Bubbles should not trap enemies while floating to the ceiling		Karin en Christian	1	0.5	2	
Fix acceleration of bubbles		Karin en Christain	1	0.5	2	
The game shall play a music theme when in progress.		Bas	1	3.5	2	Problems with sound in Travis.
The game shall play a sound when jumping, shooting or destroying enemies.		Bas	1	1.5	2	
The player shall be able to turn the sounds on or off.		Bas	1	0	0	No time next week.
The player shall be able to pause the game.		Christian	1	1	2	
The player receives points when he finished a level, he kills an enemy, he picks up a piece of fruit		Bas	1	0	0	No time next week.
The player sees his final score when the game is over		Rogier	0,5		0	No time next week.
A piece of fruit should appear when the player collides with a caught enemy. The player can pick up this piece of fruit.		Bas	3	0	0	No time next week.
Exercise 2 (use RDD)	Define requirements	All			1	Class diagrams needed to be connected, description of responsibilities and design decisions missing
	Requirement check by Aaron	All			1	
	Make a class diagram of improvements/extensions	Fieke	4	3	1	
	Make a sequence diagram of improvements/extensions	Fieke	4	0	0	
Power up - Temporarily speed up a player's movement.		Christian	1	1	2	Powerups use the jump sound
Power up - Increase bubble's size.		Christian	1	0.5	2	Powerups are placed at a fixed position
Power up - Increase bubble's movement speed.		Christian	1	0.5	2	
Refactor Log class	Checkstyle and findBugs errors	Karin	1,5			
Refactor TileMap class	Especially FindBugs throws severe errors	Karin	2			Not all findBugs errors could be resolved
Testing all classes		Lilian	8	6	1	Audio & animations not tested. Test structure should be adjusted next time.

Problem #	Description	Reaction
1	Travis and Audio	try catch blocks, works on windows/osx not linux
2	Trying to make UML Diagrams and CRC cards from code you didn't write yourself	Is very difficult, a lot of communication and/or working together was needed. Task took a lot more time because of that

Adjustment	Motivation
For problem 2: You design the UML / note the responsibilities and design decisions for your own code	Better to make the people that wrote that piece of code design the UML / set up the basics for the CRC Cards