

Sprint number	#2				
Game	Fishy				
Group	#27				
User Story	Task	Task assigned to	Estimated effort per task		
Exercises					
	Make Sprint plan	Sytze	1h		
	Make sprint reflection	Sytze	1/2h		
TA Features					
	Clean and divide the LevelGui class	Sytze	5h		
	Restart the game when lost or won	Michiel	4h		
	Remove of the level class	Youri	3h		
	Implement a decorated pattern for the fish class	Youri	1h		
Our Features					
	Different fishes appear (different sprites are used)	Youri	3h		
	Implement sound effects	Michiel	2h		
	Make more tests for the highscore class	Daan	3h		
	Change the fish the player controls to a shark	Stefan	1h		
	Tests for the GUI class (wait before the gui class is restyled)	Stefan	5h		
	Restyle the Highscore Class	Daan	3h		
Other					
	Put things together and hand in deliverable	Michiel	1h		
	Make an updated UML at the end, containing all implemented classes	Michiel	1h		