

Sprint number	#2								
Game	Fishy								
Group	#27								
User Story	Task	Task assigned to	Estimated effort	Actual effort	Done	Notes			
<b>Exercises</b>									
	Make Sprint plan	Sytze	1h	1h	yes				
	Make sprint reflection	Sytze	1/2h	1/2h	yes				
<b>TA Features</b>									
	Clean and divide the LevelGui class	Sytze	5h	7h	yes				
	Restart the game when lost or won	Michiel	4h	5h	yes	Sometimes the fish immediately dies after respawning, because there are still fishes on the screen			
	Remove of the level class	Youri	3h	2.5h	yes				
	Implement a decorated pattern for the fish class	Youri	1h	1.5h	yes				
<b>Our Features</b>									
	Different fishes appear (different sprites are used)	Youri	3h	4h	yes				
	Implement sound effects	Michiel	2h	2h	yes	Sytze helped implementing this.			
	Make more tests for the highscore class	Daan	3h	?	?	Team member wasn't at the sprint meeting			
	Change the fish the player controls to a shark	Stefan	1h	1h	yes				
	Tests for the GUI class (wait before the gui class is restyled)	Stefan	5h	2h	no	Couldn't get it to work and was helping with restructuring the keyboardcontroller and with finishing up the highscores so I didn't have enough time.			
	Restyle the Highscore Class	Daan	3h	?	?	Team member wasn't at the sprint meeting			
<b>Other</b>									
	Put things together and hand in deliverable	Michiel	1h	0.5h	yes				
	Make an updated UML at the end, containing all implemented class	Michiel	1h	1.5h	yes				