

Reflection Sprint plan V

Game: Space Invaders

Group: 3

| User story | Task | Member responsible for task | Task assigned to | Estimated effort per task | Actual effort per task | MoSCow | Priority | Done | Notes |
|--|--|-----------------------------|------------------|---------------------------|------------------------|-------------|----------|------|-------|
| When the player is playing a level, it should have a fixed amount of time to finish the level. | Timer Implement timer to give levels fixed amount of time | Niek | Niek | 8 hours | 12 hours | Should have | D | Yes | None |
| | Implement Design Patterns Exercise 2 - Assignment 4 | Ties | Thomas/Ties | 6 hours | 11 hours | Should have | B | Yes | None |
| | BugFix Fix bachelli-bug: bachelli flies out of screen and never comes back, double hotkeyBug | Thomas | Thomas | 1 hour | 1/2 hour | Should have | A | Yes | None |
| | BugFix: Fix highScoreBoard: throws NullPointerException when calling for highscoreBoard | Daphne | Daphne | 1 hour | 2 hours | Should have | C | Yes | None |

| | | | | | | | | | |
|--|---|--------|---------------|---------|---------|-------------|---|-----|------|
| | Testing + Clean Up Remove merged branches from origin, remove fxml files, remove empty class. | Arthur | Arthur | 9 hours | 8 hours | Should have | E | Yes | None |
| | Report | Daphne | Daphne/Arthur | 8 hours | 6 hours | Should have | F | Yes | None |