

Sprint plan I

Game: Space Invaders

Group: 3

Task	Task assigned to	Estimated effort per task
Restructuring Make sure objects do no longer call the main in a static way.	Thomas	4 hours
Difficulty Increase alien speed and projectile speed.	Ties	15 minutes
Exercise 2 - UML Create UML	Daphne	3 hours
Styling + sound effects Style and finish menu, change backgroundmusic, add more sound effects.	Daphne	2 hours
Upgrades	Ties	1 hour
Levelbuilder Create levelbuilder for automatic level generating.	Niek/Thomas	4 hours
Testing Test new methods/classes	Arthur	Infinite hours
High score board List high scores in a list, visible to the player	Daphne	2 hours
Make current boss more awesome Make it shoot meatballs	Thomas	2 hours
Exercise 1 - Documentation Generate JavaDoc, resolve CheckStyle warnings	Arthur	4 hours
Exercise 3 - Logging Create logging assignment	Thomas	3.5 hours