Sprint plan IV

Game: Space Invaders
Group: 3

User story	Task	Member responsible for task	Task assigned to	Estimated effort per task	MoSCow	Priority
When the player finishes a level, an animation of the player moving upward appears. Then text displaying a short story appears, when the story finishes a new level should start.	**Story line** Create custom images for all aliens, bosses and players.	Thomas	Thomas/Niek	10 hours	Should have	A
	Story line Build levels and write stories to be shown between levels	Niek	Thomas/Niek	10 hours	Should have	B
	Multiplayer Refactor using inheritance	Daphne	Daphne	6 hours	Should have	D
When the player is defeating the aliens, it should have the possibility to seek shelter behind a barrier. The barrier will then protect the player from enemie bullets.	**Barrier** Create barrier to protect player	Ties	Ties	5 hours	Should have	C
	Testing	Arthur	Arthur	9 hours	Should have	E