

Sprint Plan #4

Game: Space Invaders

Group: 23

User Story	Task	Member responsible for task	Task assigned to	Estimated effort per task	Priority(A - E) (A is highest)
Ex. 1: Level As a player I want to be able to complete multiple levels to have some more variation.	Requirements document	Jeroen	Jeroen	30 minutes	A
	CRC cards	Jeroen	Jeroen	30 minutes	A
	UML	Jeroen	Jeroen	45 minutes	A
	Implementation	Jeroen	Jeroen	5 hours	A
Ex. 1: Boss Alien As a player I want to be able to have a boss Alien.	Requirements document	Alma	Alma	15 minutes	A
	CRC cards	Alma	Alma	15 minutes	A
	UML	Alma	Alma	45 minutes	A
	Implementation	Harvey	Harvey	3 hours	A
Ex. 2: God class As a developer I don't want a God class, so code maintenance becomes easier.	Origin	Marie	Marie	30 minutes	A
	Implementation/Explanation	Marie	Marie	4 hours	A

Ex. 2: Schizophrenic class As a developer I don't want a Schizophrenic class so code understanding becomes easier.	Origin	Marie	Marie	30 minutes	A
	Implementation/Explanation	Marie	Marie	2 hours	A
Ex. 2: Potential design flaw As a developer I want to learn more about potential flaws and how to identify them. So that I can avoid them in the future.	Potential location	Alma	Alma	10 minutes	A
	Avoidance	Alma	Alma	1 hour	A
Fix Alien factory As a developer I want to use the factory design pattern to improve code quality	Fix Alien factory pattern	Harvey	Harvey	1 hour	B

Tests	Improve tests	Harvey	Harvey	2 hours	C
As a developer I want to implement JUnit tests so that I can find out about bugs and or errors.					
Fix collision detection	Fix collision detection	Jeroen	Jeroen	1 hour	C
As a player I want the collision to be right, so I really hit the Aliens I think I hit.					

Availability team members:

	Tuesday	Wednesday	Thursday	Friday
Morning	Harvey Marie Alma Jeroen	Marie	Marie	Marie Jeroen Alma
Afternoon		Harvey		Harvey Jeroen Alma
Evening	Marie Harvey Alma Jeroen	Harvey Marie	Harvey Marie Jeroen	Marie Jeroen