

## Sprint Plan #5

Game: Space Invaders

Group: 23

| User Story  | Task                  | Member responsible for task | Task assigned to | Estimated effort per task | Priority(A - E)<br>(A is highest) |
|---|-----------------------|-----------------------------|------------------|---------------------------|-----------------------------------|
| <b>Ex. 1: Screen between levels</b><br><br>As a player I want a screen between the levels, so I know that I finished a level and the level is about to start. | Requirements document | Alma                        | Alma             | 30 minutes                | A                                 |
|   | CRC cards             | Alma                        | Alma             | 30 minutes                | A                                 |
|   | UML                   | Alma                        | Alma             | 30 minutes                | A                                 |
|   | Implementation        | Alma                        | Alma             | 2 hours                   | A                                 |
|   |                       |                             |                  |                           |                                   |
| <b>Ex. 1: Only one screen</b><br><br>As a player I want only one screen instead of multiple screens, so the screen doesn't change position every time.        | Requirements document | Jeroen                      | Jeroen           | 30 minutes                | B                                 |
|   | CRC cards             | Jeroen                      | Jeroen           | 30 minutes                | B                                 |
|   | UML                   | Jeroen                      | Jeroen           | 30 minutes                | B                                 |
|   | Implementation        | Jeroen                      | Jeroen           | 3 hours                   | B                                 |
|   |                       |                             |                  |                           |                                   |
| <b>Ex. 2: State pattern</b><br><br>As a developer I want to have different states in the game, so it is clear in which state it is.                           | Description           | Marie                       | Marie            | 20 minutes                | A                                 |
|   | Class diagram         | Marie                       | Marie            | 30 minutes                | A                                 |
|   | Sequence diagram      | Marie                       | Marie            | 45 minutes                | A                                 |
|   | Implementation        | Marie                       | Marie            | 3 hours                   | A                                 |
|   |                       |                             |                  |                           |                                   |

|  |   |        |                |            |   |
|--|---|--------|----------------|------------|---|
| <b>Ex. 2: Pattern 2</b><br><br>...   | Description   | Harvey | Harvey         | 20 minutes | A |
|  | Class diagram   | Harvey | Harvey         | 30 minutes | A |
|  | Sequence diagram  | Harvey | Harvey         | 45 minutes | A |
|  | Implementation  | Harvey | Harvey         | 4 hours    | A |
|  |   |        |                |            |   |
| <b>Ex. 3: Reflection essay</b><br><br>As a TA I want a reflection essay of the group, so I can read how they reflect on their process.   | Write essay   | Alma   | Alma           | 2 hours    | A |
|  |   |        |                |            |   |
| <b>Merge Cleanup branch with master branch</b><br><br>As a developer/TA I want only one branch which is the main branch, so it's clear which branch the main branch is.          | Merge the two branches  | Marie  | Jeroen & Marie | 5 hours    | A |
|  | Fix tests   | Jeroen | Jeroen         | 2 hours    | B |
|  |   |        |                |            |   |
| <b>Dat file bug</b><br><br>As a player I want the high scores menu not to crash when there are less than 10 entries in the high scores file, to be able to view the high scores. | High scores crash when there are less than 10 entries in the high scores. | Marie  | Marie          | 30 minutes | B |
|  |   |        |                |            |   |

|   |   |        |        |            |   |
|---|---|--------|--------|------------|---|
| <b>Last Alien shot and shoots bug</b><br><br>As a player I want the game not to crash when I shoot the last alien at the same time it wants to shoot, so I can play the next level. | When the last alien shoots at the same time it is shot, index out of bound error. | Jeroen | Jeroen | 30 minutes | B |
|---|---|--------|--------|------------|---|

**Availability team members:**

|                  | <b>Tuesday</b>                    | <b>Wednesday</b> | <b>Thursday</b>           | <b>Friday</b>            |
|------------------|-----------------------------------|------------------|---------------------------|--------------------------|
| <b>Morning</b>   | Harvey<br>Marie<br>Alma<br>Jeroen | Marie<br>Jeroen  | Marie                     | Marie<br>Jeroen<br>Alma  |
| <b>Afternoon</b> |                                   | Harvey           | Marie                     | Harvey<br>Jeroen<br>Alma |
| <b>Evening</b>   | Marie<br>Harvey<br>Jeroen         | Harvey<br>Marie  | Harvey<br>Marie<br>Jeroen | Marie<br>Jeroen          |