Sprint 1

Duration: 13/9 - 20/9

User stories to be completed

1. Launch the app

Tasks:

Set up the libGDX library	1h
Set up basic classes for launching app on Android device	1h
Set up the core/base model and its base functionality	
• Discussions on how to design core system architecture.	55h
• Graphically represent core system architecture.	2h
• Implement core system architecture (interfaces, and essential “central” classes)	10h
Set up the camera and core views	4h
Unit testing	2h

Carried out mainly by: Joel and Marc (All included in core system architecture)

2. Steer the ship (along the y-axis)

Build the ship model	4h
Have the application respond dragning on the screen	3h
Have ship move in line with touch	2h
Build the ship view with basic graphics	5h
Unit testing	3h

Carried out by: Peter and Joel

3. Shoot by tapping

Build the weapon model and associated models	7h
Respond to user tapping the screen	3h
Build the projectile model	1h
Build the projectile view with basic graphics	3h
Fire a projectile in a straight line	2h
Unit testing	3h

Carried out by: Sebastian and Anton

4. See enemies appear on screen

Build the enemy classes	8h

Spawn enemies with hard coded values	0.5h
Build the enemy view with basic graphics	6h
Unit testing	3h

Carried out by: Jakob and Simon

Definition of done

When all classes are documented (both javadoc and normal), unit tested and confirmed by a group member other than the author.