

Sprint Plan #5

Group: 10

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task <i>(in hours)</i>	Priority (A—E) <i>(A is highest)</i>
As a player, I want to have nice sound effects and music while playing the game	Collect original sounds and music for the game	Joshua	Joshua	3 hours	A
	Implement observer pattern to attach listeners to game	Faris	Faris	1 hour	A
	Implement a sound thread to play the sounds	Faris	Faris	5 hours	A
As a player, I want to be able to be ranked in the highscores	Save/load all highscores as XML	Lisette	Lisette	1 hour	B
	Display highscores in GUI	Lisette	Lisette	1 hour	B
	Make User class where score is kept	Marco	Marco	5 hours	A
User story not applicable, assignment 3: design patterns	Design pattern I (probably observer)	Faris	Faris	3 hours	A
	Design pattern II (probably factory method or abstract factory)	Faris	Faris	3 hours	A
	Finalise Level generation and implement Factory Method or Abstract Factory for Level generation	Joshua	Joshua	4 hours	A
As a developer, I want to reflect on my practical progress in this project so I can learn from it	Write reflection report (1000 words)	Bastijn	Bastijn, Lisette	8 hours	A

Faris	12 hours
Marco	5 hours
Bastijn	5 hours
Joshua	7 hours
Lisette	5 hours