Sprint Plan #3

Group: 10

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
As a developer I want better code quality, so I can understand the code better and have less technical debt.	Checkstyle errors	Joshua		10	A
	PMD errors	Joshua		3	A
	FindBugs errors	Joshua		1	A
	Testing BubbleSlowndown	Bastijn		0.5	A
	Testing PlayerSpeedup	Bastijn		0.5	A
	Testing ProjectileSpeedup	Bastijn		0.5	A
	Testing ProjectileSpikeDelayUp	Bastijn		0.5	A
	Testing PlayerModifier	Bastijn		0.5	A
	Testing EnumPowerTypes	Bastijn		2	A
	Testing Powerup	Bastijn		1	A
	Testing Coin	Bastijn		0.5	A
	Testing Life	Bastijn		0.5	A
	Testing PickupGenerator	Bastijn		1	A
	Testing GameObjects	Marco		3	A
	Testing Line	Marco		0.5	A
	Testing Player	Marco		0.5	A
	Testing Projectile	Marco		0.5	A
	Testing CircleViewObject	Marco		1	A
	Testing ImageViewObject	Marco		1	A
	Testing LineViewObject	Marco		1	A
	Testing GameController	Bastijn		3	A
	Testing KeyBoard	Marco		1	A
	Testing	Bastijn		1	A
	Testing GameLoop	Marco		3	A
	Testing Levels	Bastijn	Marco	1	A
	Testing IntersectionPoint	Marco		0.5	A
	Testing Vector	Marco		0.5	A
	Testing Launcher	Bastijn		1	A
	GUI intergration test (clicking buttons)	Faris		3	A
User story not applicable.	Factory method pattern (creating lines, circles and images)	Faris		4	A

User Story 2 description	Strategy pattern (updateable objects)	Faris		3 A
User story not applicable. (Software	Answer questions	Lisette	10	A