

Space Invaders : Sprint Plan 5

Group 22

TI2206 Software Engineering Methods

Ege de Bruin
Bryan van Wijk
Dorian de Koning
Jochem Lugtenburg

October 20, 2015

Supervisor: Dr. A. Bacchelli
TA: Danny Plenge

Delft University of Technology
Faculty of EEMCS

Sprint plan 5

User Story	Task	Assigned to	Estimated effort	Priority A-E
Exercise 1	1 - Sprint 5 requirements	All/ Bryan	30 minutes	A
User Story 1	1 - Determine classes to be changed	Bryan	1 hour	B
User Story 2	1 - Select changes to be implemented	Dorian/ Jochem/ Bryan	1 hour each	B
User Story 3	1 - Determine hierarchy, UML	Ege/ Jochem	1 hour	C
	1 - Write tests	Dorian/Bryan/ Jochem	2 hours	C
	1 - Implement code changes	Ege/Dorian/ Bryan/ Jochem	3 hours each	A
Exercise 2	2 - Determine patterns to be implemented	All	30 minutes	A
	2 - Determine code changes	Bryan	1 hour	B
	2 - Create class diagram	Bryan	1 hour	C
	2 - Create sequence diagram	Bryan	2 hours	C
	2 - Implement code changes	Jochem	2 hours	A
Exercise 3	3 - Write essay	Jochem	5 hours	A
Time left	Fix issues and bugs from the GitHub bug tracker	All	Unknown	E

User Story 1

As a Player

I want to hear sound effects

So that the game becomes more exciting.

User Story 2

As a Player

I want to have a boss fight

So that the game becomes more challenging.

User Story 3

As a Player

I want to have crumbling barricades

So that the game becomes more challenging.