

Space Invaders : Sprint Plan 3

Group 22

TI2206 Software Engineering Methods

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Sprint plan 3

User Story	Task	Assigned to	Estimated effort	Priority A-E
Exercise 1	1 - Create wave requirements	All	1 hour	A
User Story 1	1 - Determine classes to be changed	Bryan/Dorian	30 minutes	B
	1 - Select changes to be implemented	Bryan/Dorian	30 minutes	B
	1 - Identify class responsibilities	Bryan/Dorian	15 minutes	B
	1 - Determine hierarchy, UML	Bryan	1 hour	C
	1 - Write tests	Dorian	3 hour	C
	1 - Implement code changes	Bryan/Dorian	Both 4 hours	A
Exercise 2	2 - Determine patterns to be implemented	All	30 minutes	A
	2 - Determine code changes	Jochem	1 hour	B
	2 - Create class diagram	Jochem	1 hour	C
	2 - Create sequence diagram	Jochem	2 hours	C
	2 - Implement code changes	Jochem	4 hours	A
Exercise 3	3 - Read paper and answer questions	Ege	5 hours	A
Bugs/Issues	Fix bugs and issues from previous sprints	Ege	3 hours	C

User Story 1

As a Player

I want to have different varieties in alien waves.

So that the game becomes less repetitive.