Space Invaders : Sprint Plan 5

Group 22
TI2206 Software Engineering Methods

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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

* Bold indicates the person responsible for the finished Task.

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.