Space Invaders : Sprint Plan 2

Group 22
TI2206 Software Engineering Methods

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Sprint plan 2

User Story	Task	Assigned to	Estimated effort
Exercise 1 User Story 1	1 - Create code improvement requirements	All	30 minutes
	1 - Determine classes to be changed	Ege/Dorian	30 minutes
	1 - Select changes to be implemented	Ege/Dorian	30 minutes
	1 - Identify class responsibilities	Ege/Dorian	30 minutes
	1 - Determine hierarchy, UML	Ege	1 hour
	1 - Edit tests and perform code changes	Ege/Dorian	3 hours
Exercise 2 User Story 2 User Story 3	2 - Create powerup requirements	All	30 minutes
	2 - Determine classes to be changed	Bryan/Jochem	30 minutes
	2 - Select changes to be implemented	Bryan/Jochem	15 minutes
	2 - Identify class responsibilities	Bryan/Jochem	30 minutes
	2 - Determine hierarchy, UML	Jochem	30 minutes
	2 - Create jUnit tests	Bryan	1 hour
	2 - Implementation	Bryan/Jochem	3 hours

User Story 1

As a developer
    I want classes to be more readable.
So the code can be extended more easy.

User Story 2

As a player
    I want to be able to pickup a powerup.
So I can shoot more bullets per second.

User Story 3

As a player
    I want to be able to pickup a powerup.
So I can move my spaceship faster.