

Space Invaders : Sprint Plan 4

Group 22

TI2206 Software Engineering Methods

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Sprint plan 4

User Story	Task	Assigned to	Estimated effort	Priority A-E
Exercise 1	1 - Create local co-op multiplayer requirements	All/ Dorian	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	Bryan	1 hour	B
	1 - Identify class responsibilities	Bryan	30 minutes	B
	1 - Determine hierarchy, UML	Dorian	1 hour	C
	1 - Write tests	Bryan	2 hours	C
	1 - Implement code changes	Ege/ Dorian/Bryan	3 hours each	A
Exercise 2	2 - Use inCode to compute metrics	Jochem	10 minutes	A
	2 - Explain design choices or errors leading to design flaws	Jochem	2 hours	B
	2 - Fix design flaws	Jochem	4 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 have two spaceships

So that I can play with my friend.

User Story 2

As a Player

I want to have a separate menu

So that I can select the amount of players to play with.