

Sprint Plan # 7

(for the week of June 16)

Context Project: Games
Group: 5

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User Story	Task			
	Id	Description	Assigned to	Estimated effort
As a user, I want the game to have well working basic features.	49	Enhance collision detection	Pim, Ramin	2
	50	Synchronize timers	Kevin	1.5
The process must follow the guidelines.	51	Final Report - Introduction	Ramin	1
	52	Final Report – Overview of developed software and hardware	Pim	1
	53	Final Report – Description of developed functionalities	Mourad	1
	54	Final Report – Interaction Design module	Robert	1
	55	Final Report – Evaluation of functional modules and product in its entirety	Kevin	1
	56	Final Report – Outlook	Robert	1
	57	Scrum Reflection	Kevin	0.5
	58	Finalize Emergent Architecture Design Document	Kevin, Mourad	2
The product must be robust and well tested.	59	Check all functions for function length, comments and amount of parameters	Ramin	2
	60	Fix whitespace/tabs and checkstyle issues	Mourad	2
	61	Critically evaluate code to make sure all variable/function names are descriptive	Mourad, Ramin	2

	62	Fix tests that do not pass code after modifications	Mourad	2.5
	63	Make a GUI controller to avoid ugly dependencies between GUI classes.	Pim, Kevin	2
As a player, I want the gameplay and objectives to be clear.	64	Create an animation to make it clear to players when they have finished.	Ramin	2
	65	Edit GUI to give more clarity to players	Robert	1.5
	66	Add team colors to identify player's teams	Mourad	2