

Sprint Plan # 7

(for the week of June 16)

Context Project: Games
Group: 5

Pim van den Bogaerd, pvandenbogaerd, 4215516
Ramin Erfani, rsafarpourerfa, 4205502
Robert Luijendijk, rluijendijk, 4161467
Mourad el Maouchi, melmaouchi, 4204379
Kevin van Nes, kjmvannes, 4020871

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	1.5
	60	Fix whitespace/tabs and checkstyle issues	Mourad	1
	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