

Sprint plan: iteration #2					
Group: 666					
Software Engineering Methods					
User Story:			Task:		
Audio			Java application	Esmee	4
As a user			-Make sure audio works properly for all sound effects.		
I want to hear audio			-Merge working audio branch back into master.		
So that the game feels more realistic.					
Tests			Java application		
As a user			-Make mockito work properly.	Douwe	6
I want the game to be properly tested			-Write tests for current classes in game.	Lukas	6
So that the game doesn't encounter unexpected problems.				Dario	4
Survival mode			Java application	Lukas	6
As a user			-Add a survival mode state		
I want the game to have a survival mode					
So that I can challenge myself in different ways (than arcade mode).					
Logger			Java application		
As a user			-log on console	Kibo	1
I want to see in the console what happens in the game			-threadsafe	Kibo	3
So that I can debug any errors that occur.					
Exercise 1 - Design patterns			Exercise	Esmee	8
			-why, this Design pattern		
			-class diagram		
			-sequence diagram		
Exercise 2 - Your wish is my command			Exercise	Kibo	8
			-TA task		
			-RDD UML PDF		
			-local Multiplayer		
Exercise 3 - 20-Time			Exercise	Dario	8
			-own task		
			-RDD UML PDF		
Implement TA review			Java application	Douwe	3
As a developer			-checkstyle variable comments		
I want to implement the TA's commentary					
So that the quality of the code becomes higher.					
			-launcher too long		
			-PMD		
Highscore Screen			Java application	Douwe	3
			-Make a highscore screen		
People		Actual Effort (hours)			
Dario		16			
Douwe		12			
Esmee		13			
Kibo		26			
Lukas		?			
Problems encountered during the sprint:					
Some people did not have their work done in time.					
Others did not respond at all.					