

<b>Sprint plan: iteration #5</b> <b>Group: 666</b> <b>Software Engineering Methods</b>											
<b>User Story:</b>			<b>Task:</b>			<b>Resp. person:</b>	<b>Est. effort p.p.</b>	<b>Priority</b>	<b>Hours</b>	<b>Status</b>	<b>Comments</b>
<b>Exercise 1 - Anonymous peer suggestions</b>			<b>Exercise</b>			Dario					
As a developer			-Send anonymous pdf to TA with the previous week's review.				5 minutes	A+	Da: 0.08 hou	Done	
I want to use my peers' suggestions to improve my code			-Analyse the other group's code review.				2 hours	A	Da: 2 hours	Done	
So that the code quality will improve			-Explain in report how you fixed certain flaws or why you did not.				4 hours	A	Da: 4 hours	Done	
			<b>Java application</b>			Kibo					
			-Use peer commentary to fix code.				4 hours	B	K: 4	Done	
<b>Exercise 2 - Software metrics</b>			<b>Java application</b>			Esme					
As a developer			-Run incode and save analysis file to github.				0,5 hour	A	E: 0.5	Done	
I want to use the suggestions of automated applications			-Pick 3 design flaws in order of severity.				0,5 hour	A	E: 0.5	Done	
So that the code quality will improve			-Explain for each flaw what design choices or errors lead to this flaw.				1 hour	A	E: 2	Done	
			-Fix each flaw or extensively explain why it should not be fixed.				8 hours	A	E: 9	Done	Player god class cannot entirely be fixed, reasons are given in the report.
			<b>Exercise</b>			Esme					
			-Say in report where analysis file is located.				0,5 hour	A	E: 0.25	Done	
			-Explain in report how you fixed the design flaws.				1 hour	A	E: 0.5	Done	
<b>Exercise 3 - Teaming up.</b>			<b>Java application</b>								
As a gamer			-Fix highscores not loading in the correct order after game restart.			Lukas	4 hours	B	L: 1.5	Done	
I want a beautiful and working game			-Player 2's booster sound continues after death.			Esme	1 hour	C	E: 0.5	Done	
So that I can enjoy it			-Fix lag problem.			Kibo	2 hours	C	K: 3	Cannot fix	Stopping audio causes problem, only doable fix is not stopping audio or not having aud
			-Give boss a proper texture.			Lukas	4 hours	A	L: 4		
			-Make powerups distinguishable.			Kibo	2 hours	A	K: 3	Done	
			-Hide cursor when game is launched			Kibo	1 hour	B	K: 1	Done	
			-Add option to quit the game.			Kibo	1 hour	C	K: 0.5	Done	
			-Fix back to start option in the pause menu.			Kibo	1 hour	B	K: 0.5	Done	
			-Finish and merge multiple boss type functionality.			Dario	6.5 hours	A	Da: 6.5	Done	
			<b>Exercise</b>								
			-Requirements document			Kibo	1 hour	A+	K: 2	Done	I went in depth as to what each texture should be, as well as different types of bosses.
			-RDD & UML			Lukas	4 hour	B	L: 4		
<b>Implement TA review</b>			<b>Java application</b>			Douwe					
As a developer			-Use Lombok to remove getters/setters and make classes shorter.				2 hour	C	1.5		
I want to implement the TA's commentary			-Remove excessive fields from DisplayText class				2 hours	C	2	done	
So that the quality of the code becomes higher.			-Fix various typos in variable/function names				1 hour	D	1	done	
			-Fix save location of highscores on windows				1 hour	B	1	done	
			-Fix indentation in the Player and BackgroundAudio classes				0,5 hour	D	0.5	done	
			-Use helper method for audio clips				1,5 hour	C	1.5	done	
			-Fix description of audio class				0,5 hour	B	0.5	done	
			-Cleanup excessive if's in the BackgroundAudio class				1,5 hour	B	1.5	done	
			-Make adding new modes easier				1 hour	B			
<b>People</b>	<b>Estimated Responsible effort (hours)</b>		<b>Actual effort (hours)</b>								
Dario	12.5		12.58				Helping others and reviews:		K: 2		
Douwe	11		9.5						E: 2		
Esme	12.5		15.25								
Kibo	12		16								
Lukas	12		9.5								