

Sprint plan: iteration #5									
Group: 666									
Software Engineering Methods									
User Story:		Task:		Resp. person:	Est. effort p.p.	Priority	Hours	Status	Comments
Exercise 1 - Anonymous peer suggestions		Exercise		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	
		Java application		Kibo					
		-Use peer commentary to fix code.			4 hours	B	K: 4	Done	
Exercise 2 - Software metrics		Java application		Esmee					
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.
		Exercise		Esmee					
		-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	
Exercise 3 - Teaming up.		Java application							
As a gamer		-Fix highscores not loading in the correct order after game restart.		Lukas	4 hours	B	L: 1.5		
I want a beautiful and working game		-Player 2's booster sound continues after death.		Esmee	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	
		Exercise							
		-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		
Implement TA review		Java application		Douwe					
As a developer		-Use Lombok to remove getters/setters and make classes shorter.			2 hour	C			
I want to implement the TA's commentary		-Remove excessive fields from DisplayText class			2 hours	C			
So that the quality of the code becomes higher.		-Fix various typos in variable/function names			1 hour	D			
		-Fix save location of highscores on windows			1 hour	B			
		-Fix indentation in the Player and BackgroundAudio classes			0,5 hour	D			
		-Use helper method for audio clips			1,5 hour	C			
		-Fix description of audio class			0,5 hour	B			
		-Cleanup excessive if's in the BackgroundAudio class			1,5 hour	B			
		-Make adding new modes easier			1 hour	B			
People	Estimated Responsible effort (hours)	Actual effort (hours)							
Dario	12.5	12.58			Helping others and reviews:		K: 2		
Douwe	11						E: 2		
Esmee	12.5	15.25							
Kibo	12	13							
Lukas	12	9.5							