

Sprint plan: iteration #5																					
Group: 666																					
Software Engineering Methods																					
User Story:										Task:			Resp. person:			Est. effort p.p.		Priority			
Exercise 1 - Anonymous peer suggestions										Exercise			Dario								
As a developer										-Send anonymous pdf to TA with the previous week's review.						5 minutes		A+			
I want to use my peers' suggestions to improve my code										-Analyse the other group's code review.						2 hours		A			
So that the code quality will improve										-Explain in report how you fixed certain flaws or why you did not.						4 hours		A			
										Java application			Kibo								
										-Use peer commentary to fix code.						4 hours		B			
Exercise 2 - Software metrics										Java application			Esmee								
As a developer										-Run incode and save analysis file to github.						0,5 hour		A			
I want to use the suggestrions of automated applications										-Pick 3 design flaws in order of severity.						0,5 hour		A			
So that the code quality will improve										-Explain for each flaw what design choices or errors lead to this flaw.						1 hour		A			
										-Fix each flaw or extensively explain why it should not be fixed.						8 hours		A			
										Exercise			Esmee								
										-Say in report where analysis file is located.						0,5 hour		A			
										-Explain in report how you fixed the design flaws.						1 hour		A			
Exercise 3 - Teaming up.										Java application											
As a gamer										-Fix highscores not loading in the correct order after game restart.			Lukas			4 hours		B			
I want a beautiful and working game										-Player 2's booster sound continues after death.			Esmee			1 hour		C			
So that I can enjoy it										-Fix lag problem.			Kibo			2 hours		C			
										-Give boss a proper texture.			Lukas			4 hours		A			
										-Make powerups distinguishable.			Kibo			2 hours		A			
										-Hide cursor when game is launched			Kibo			1 hour		B			
										-Add option to quit the game.			Kibo			1 hour		C			
										-Fix back to start option in the pause menu.			Kibo			1 hour		B			
										-Finish and merge multiple boss type functionality.			Dario			6.5 hours		A			
										Exercise											
										-Requirements document			Kibo			1 hour		A+			
										-RDD & UML			Lukas			4 hour		B			
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			
										-Clearup excessive if's in the BackgroundAudio class						1,5 hour		B			
										-Make adding new modes easier						1 hour		B			
People		Estimated Responsible effort (hours)																			

[illegible]