

Sprint plan: iteration #3					
Group: 666					
Software Engineering Methods					
User Story:	Task:	Responsible person:	Estimated effort per person(h)	Priority (A-E) (A is highest)	Done?
Audio	Java application	Esmee		(A)	No
As a user	-Make sure audio works properly for all sound effects.		3		Esmee 3
I want to hear audio	-Merge working audio branch back into master.		2		
So that the game feels more realistic.					
Tests	Java application	Dario, Kibo		B	Esmee 2 yes
As a user	-write tests for the new classes		8		Kibo 2
I want the game to be properly tested					Dario 1.5
So that the game doesn't encounter unexpected problems.					
Survival mode	Java application	Lukas		E	Lukas 1.5 no
As a user	-Fix issues		4		
I want the game to have a survival mode	-review branch				
So that I can challenge myself in different ways (than arcade mode).	-Merge survival mode branch				
Logger	Java application	Kibo		C	Kibo 1 yes
As a user	-log multiplayer better		2		
I want to see in the console what					
So that I can debug any errors that occur.					
Exercise 1 - Design patterns	Exercise	Douwe, Lukas		A	?
As a developer	-decide the best two design patterns we can implement		1		Lukas 1
I want to use design patterns	-implement them		8		Lukas 9
So the code is structurally better.	-document them		2		Lukas 1
Exercise 2 - Your wish is my command	Exercise	Douwe		A	Douwe 3 yes
As a developer	-Remove unnecessary singletons		4		Esmee 2
I want to refactor the code	-Refactor god classes		4		
So that the code quality is higher.					
Exercise 3 - 20-Time	Exercise	Lukas, Dario		A	Dario 10 yes
As a user	-implement boss battle		8		Esmee 3
I want a boss battle	-documentation		4		
To make gameplay more varied					
Implement TA review	Java application	Esmee		B	
As a developer	-Fix all warnings		2		
I want to implement the TA's commentary	-UML with methods		2		not a task
So that the quality of the code becomes higher.	-Powerup Icon and shield visible		2		no
Note: some team member have not filled in their hours properly and actual effort as depicted in the table is inaccurate.					
People	Spent effort (hours)				
Dario	11.5				
Douwe	3				
Esmee	11				
Kibo	3				
Lukas	12.5				