Sprint Plan 3

Game: Temple Run

Group: 5

User story	Task	Member responsible for the task	Task assigned to	Estimated effort for task (in hours)	Priority (A-E)
As a user, I want to see how good my score is.	Define requirements for the high score system	Marcel & Nils	Marcel & Nils	1 hours	A
	Write report on RDD and UML with regard to the feature	Marcel & Nils	Marcel & Nils	3 hours	B
	Read scores from file	Marcel & Nils	Marcel & Nils	0.5 hours	A
	Write scores to file	Marcel & Nils	Marcel & Nils	0.5 hours	A
	Notify the user when he has the high score	Marcel & Nils	Marcel & Nils	1 hours	C
	Create a screen in which the high scores can be viewed	Marcel & Nils	Marcel & Nils	4 hours	B
	Be able to access the High Score screen from the main menu (activate already existing button)	Marcel & Nils	Marcel & Nils	1 hours	B
As a programmer, I want to use design patterns.	Describe a why and how two patterns are implemented in	Matthijs & Levi	Matthijs & Levi	1 hour/each	A

	the code.				
	Make a class diagram of two patterns.	Matthijs & Levi	Matthijs & Levi	1 hour/each	A
	Make a sequence diagram of two patterns.	Matthijs & Levi	Matthijs & Levi	1 hour/each	A
As a gamedesigner, I want to easily create procedural levels.	Refactor Controller package so that class responsibilties are correctly distributed.	Levi	Levi	2,5 hour	B
	Create a few procedural levels that serve as templates for leveldesigners.	Levi	Levi & Hao Ming	1,5 hour	D
	Test the new implementation	Levi	Levi	1 hour	C
As a software engineer I want to understand what makes a good or bad practice in a software project.	Explain how good and bad practices are recognized	Hao Ming	Hao Ming	0.25 hour	A
	Explain why the good practice visual basic is not interesting.	Hao Ming	Hao Ming	0.25 hour	A
	Ennumerate three other factors that could be a good or bad practice.	Hao Ming	Hao Ming	0.25 hour	A
	Describe three bad practices in detail and why they are bad.	Hao Ming	Hao Ming	0.25 hour	A