

Sprint Plan 4

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 player I want to varying gameplay.	Make the collision boxes fit the visualization of the object	Levi	Levi	1 hour	B
	Create new levels for the game	Marcel	Levi	2 hours	B
As a software engineer I want to have an intuitive User Interface built by scene2D	Create UI for Main Menu screen	Matthijs	Matthijs	1.5 hours	A
	Create UI for Game Over Screen	Matthijs	Matthijs	1.5 hours	A
	Create UI for Main Game Screen	Hao Ming	Hao Ming	3 hours	A
	Explain how Scene2D is used to make the UI	Hao Ming	Matthijs & Hao Ming	1 hour (0.5 hour each)	A
As a software engineer I want to detect the design flaws with the use of software metrics	Use inCode to compute the software metrics on the project	Marcel	Marcel & Nils	1 hour (0.5 hour each)	A
	Explain three design flaws and resolve it or explain it's	Nils	Marcel & Nils	6 hours (3 hours each)	A

	necessity.				
As a software tester I want the tests of the project to pass	Increase the test coverage by writing more test cases	Levi	Levi	2 hours	B