

# Sprint Plan 1

**Game: Temple Run**

**Group: 5**

| User story   | Task  | Task assigned to | Estimated effort for task |
|--|---|------------------|---------------------------|
| As a software developer I want to use responsibility driven design for my project. | Use RDD to derive classes, responsibilities and collaborations.                     | Nils en Marcel   | Medium effort             |
|  | Describe the main classes in terms of responsibilities and collaborations.          | Nils en Marcel   | Medium effort             |
|  | Consider the importance of different classes and reflect these results to our code. | Nils en Marcel   | Medium effort             |
|  | Draw a sequence diagram to describe how main elements of the game interact          | Nils en Marcel   | Medium effort             |
|  | Draw the class diagram of the main elements.  | Nils en Marcel   | Medium effort             |
| As a software developer I want to use Unified Modeling Language for my project     | Explain difference between aggregation and composition and usage in the project     | Hao Ming         | Low effort                |
|  | Explain when and why to use parameterized classes                                   | Hao Ming         | Low effort                |

|  |   |          |               |
|--|---|----------|---------------|
|  | Draw class diagrams for all the hierarchies in the source code                      | Hao Ming | Medium effort |
| As a software developer I want to improve game                         | Implement a director class in order to create interesting levels                    | Hao Ming | Medium effort |
|  | Revise the jumping control implementation   | Levi     | Medium effort |
|  | Implement a gravitational function for vertical player movement                     | Levi     | Medium effort |
|  | Implement the WorldObject without a texture   | Levi     | Low effort    |
|  | Implement that the player loses the game, when the player collides with an obstacle | Levi     | Medium effort |
|  | Implement a state system for running and jumping of the player                      | Nils     | Medium effort |
|  | Implement a state system for an animated object                                     | Nils     | Medium effort |
| As a software developer I want to use a logging system for the project | Implement multiple log levels   | Matthijs | Medium effort |
|  | Implement a configurable logging threshold  | Matthijs | Medium effort |
|  | Implement that the logger logs to a file or system out                              | Matthijs | Medium effort |

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|--|---|----------|---------------|
|  | Implement that the logger must accept a tag for each logging call       | Matthijs | Medium effort |
|  | Implement that the logger outputs log level, timestamp, tag and message | Matthijs | Medium effort |