

# Sprint Plan 5

**Game: Temple Run**

**Group: 5**

| User stories   | Task  | Member responsible for the task | Task assigned to  | Estimated effort for task (in hours) | Priority (A-E) |
|--|---|---------------------------------|-------------------|--------------------------------------|----------------|
| As a software engineer I want to use different design patterns.  | Implement the strategy pattern                                | Matthijs                        | Matthijs          | 5 hours                              | A              |
|  | Implement the factory pattern                                 | Marcel                          | Marcel            | 3 hours                              | A              |
|  | Make class and sequence diagrams of the patterns              | Matthijs                        | Matthijs & Marcel | 2 hours (1 hour each)                | A              |
| As a player I want to have a different kind of obstacle to pass.   | Implement an obstacle that shoots a projectile at the player. | Nils                            | Nils              | 6 hours                              | A              |
| As a student of the Software Engineering Methods course I want to write a reflection about the things learned. | Write a reflection about the project.                         | All                             | Marcel            | 2,5 hours                            | A              |

|  |  |          |          |         |   |
|--|--|----------|----------|---------|---|
| As a software engineer I want to separate GameSlice World objects and objects independent of the Gameslice | Container for objects separate from Gameslices | Hao Ming | Hao Ming | 3 hours | B |
| As a player I want more diverse gameplay   | Make more procedural levels                    | Hao Ming | Levi     | 3 hours | B |
| As a player I want the game to become more diverse as the game progresses                                  | Director connected with score                  | Levi     | Levi     | 3 hours | B |
| As a player I want to have visual feedback on the state of the player                                      | Make animation of player                       | Levi     | Hao Ming | 3 hours | B |