

Sprint Plan #3

User Story	Task	Task assigned to	Estimated effort per task (hours)	Priority (A-E)
<p>As a hard-code Fish-io achievement hunter, I would like to see the achievements to be more elaborated.</p> <p>Scenario: Given an achievement is granted to the user. Then a pop-up window should appear in the game screen which tells the user which achievement is granted.</p>	Add more achievements.	Jesse	2	B
	Create pop-up for achievement-granting	Jesse	4	C
	Improve achievement screen (and look for a better design to do so).	Jesse	3	B
	Improve UML for achievements	Jesse	1	C
<p>As an auditory-oriented user, I would love to hear music while playing the game.</p> <p>Scenario 1: Given the game is running. Then the game should play background music.</p> <p>Scenario 2: Given the game is running. When the player fish eats another fish or gets eaten by another fish. Then the game should play a sound effect to accompany this event.</p>	Implement sound engine.	Taico	3	A
	Import background music to sound engine.	Taico	0.5	B
	Import sound effects to sound engine.	Taico	0.5	B
	Update UML for sound engine.	Taico	1	A
<p>Exercise 1: As a user who prefers to make personal changes to a game, I would like to see a way to adjust certain settings of the game.</p> <p>Scenario 1: Given a player wants to control the player fish with different keys. Then the player should be able to key-map these controls to other keys on his/her keyboard.</p> <p>Scenario 2: Given a player wants to turn off sound effects or musics. Then the player should be able to do this using a simple button or slider.</p> <p>Scenario 3: Given the player wants to change or view the current settings. When the user clicks on an 'settings button' in the main menu. Then a screen must be shown which displays all settings. And the user must be able to change these settings from this screen.</p>	Implement setting screen.	Chiel	1	A
	Implementing key mapping for controls	Chiel	1	A
	Implement controls for turning on/off background music.	Taico	1.5	B
	Implement controls for turning on/off sound effect.	Taico	0.5	B
	Add settings to UML.	Chiel	1	A
	The rest of the implementation of the settings screen and testing And exercises	Chiel	7	A
<p>As a project developer I noticed some bugs in the game that are not destructive for the working of the game, but do have to be fixed.</p>	Fix bug during collision.	Taico	2	B
	Fix lives-reset bug.	Taico	0.5	B
	Fix bug where obtaining one achievement is displayed as obtaining all of them.	Jesse	2	B
	Create documentation for first implemented design patterns in the code.	Robin	3	A
	Answer Software Engineering Economics questions.	Robin	5	A
	Enable resizing of the game screen on different	Chiel	3	E

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resolutions.			
Second design pattern implementation	Luka	3	A
Exercise for second design pattern	Luka	3	A
Variable name changing (TA remark)	Luka	1	B
Extra testin coverage of playing field.	Luka	1	D
Sprint reflection S2	Robin	1.5	A
Sprint plan S3	Jesse & Robin	3	A