

Game: Fishy  
Group: 26

## Sprint plan #2



User Story	Task	Task assigned to	Estimated effort per task
<p>As a player, I would like to use powerups, so that my fish can get special abilities.</p> <p>Scenario:</p> <p>Given the game is running</p> <p>When a random powerup is eaten by the player fish</p> <p>Then the corresponding status effect is being applied to the player fish.</p>	Create requirements	Luka	Low
	Write tests	Luka	Average
	Implement code	Luka	High
	Update UML	Luka	Low
<p>As an achievement hunter I would love to see achievements added to this game, so I can get them all!</p> <p>Scenario 1:</p> <p>Given the game is being played.</p> <p>When something memorable happens, such as achieving a certain size for the player fish.</p> <p>Then an achievement must be granted to the user.</p> <p>Scenario 2:</p> <p>Given a user has gained achievements.</p> <p>And the user would like to see which achievements have been obtained.</p> <p>When the user clicks on an 'achievements button' in the main menu</p> <p>Then a screen must be shown which displays all achievements.</p>	Create tests for achievements.	Jesse	High
	Enhance UML with achievements.	Jesse	Average
	Implement achievements.	Jesse	High
<p>As a graphics lover I would like to see more/better artwork in the game, so I can please my eyes</p> <p>Scenario 1:</p> <p>Given a user that gained achievements.</p> <p>When the user looks at the achievement menu.</p> <p>Then the user will see achievement sprites which convey the spirit of an achievement.</p> <p>Scenario 2:</p> <p>Given a user that gained an higher level of a kind of achievement.</p> <p>When the user looks at the achievement.</p> <p>Then the user will see a sprite overlay that will indicate the level of the achievement, which will be level 1 to lvl 5.</p>	Create icons for achievements	Robin	High
	Create level sprites for achievements levels.	Robin	High
	Create power up sprites	Robin	High

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Scenario 3: Given a user is playing the game. When a power up spawns. Then the user will see the sprite of power up.			
As a TA i would like some code refactoring so the code becomes more organized.	Split the PlayingField class	Taico	High
	Rework setDead() method	Chiel	Average
	Update transition Diagram	Chiel	Low
	Update UML	Taico	Low
	Write sprint plan	Chiel	Average
	Write sprint refrection	Robin	Average