Game: Fishy Group: 26

Sprint Plan #4



User Story	Task	Task assigned to	Estimated effort per task (hours)	Priority (A - E)
As a respectable Software Engineer, I want to use	Create inCode analysis file and look into it.	Luka & Jesse	1	Α
Software Metrics to take a different look into the code	Find and explain cause of design flaw 1: YAML	Luka	1.5	С
and improve it where needed.	settings loader			
	Find and explain cause of design flaw 2: Bounding	Jesse	2	С
Scenario:	Box			
Given the inCode Software metrics tool is used. And the tool brings up a few design flaws. Then these flaws should be inspected. And in the case the design flaw is an error in the code, it should be fixed. And if this is not the case, there should be some documentation which explains why this is not an error.	Find and explain cause of design flaw 3: PuFreeze & PuSuperSpeed	Luka	0.5	С
	Fix or explain the existance of design flaw 1: YAML settings loader	Luka	1.5	В
	Fix or explain the existance of design flaw 2: Bounding Box	Jesse	3	В
	Fix or explain the existance of design flaw 3: PuFreeze & PuSuperSpeed	Luka	0.5	В
	Write requirements document	Robin	la .	Ī _A
As a Teaching Assistant, I would like to see the following improved or implemented: Multiplayer Mode.	·	Chiel	2	A C
	Create Responsibility driven design document Create UML	Chiel	2	C
Scenario:	Multiplayer communication from client	Taico	6	A
Given I click on the Multiplayer Button.	Multiplayer communication to server	Taico	6	A
Then a multiplayer screen opens with other human	Multiplayer implementation	Luka	6	A
players.	Wartiplayer implementation	Luku	<u>o</u>	Λ
And a multiplayer game starts.				
	Write sprint reflection	Robin	2	В
	Write sprint plan	Jesse	2	В
	New game logo	Robin	2	С
	Fix screen resizing	Chiel	7	С