

Sprint Plan #3

Game: Space Invaders

Group: 18

User story	Task	Assignee	Estimated Effort (hours)	Actual Effort (hours)	Done (yes/no)	Priority (A–E)
<p>1. As a player, I want to have multiple levels, So that the game can be played longer.</p> <p>When the player kills all enemies in the current level, Then the player advances to the next level.</p>	1.1 Implement levels	Ali Smesseim	4	5	yes	A
	1.2 Create UML diagram	Sander Oostmeyer	2	3	yes	C
	1.3 Create CRC cards	Sander Oostmeyer	2	1	yes	C
	1.4 Create requirements	Sander Oostmeyer	1	2	yes	B
<p>2. As a player, I want to purchase powerups between levels, So that I can be better equipped for the next level.</p>	2.1 Implement store	Adam el Khalki	4	3	yes	C
	2.2 Implement powerups	Sabri Baraç	4	6	yes	E
	2.3 Create UML diagram	Sabri Baraç	2	1	yes	E
	2.4 Create CRC cards	Max Maton	2	3	yes	E

When the player kills all enemies in the current level, Then the player gets access to a store, where it can purchase powerups.	2.5 Create requirements	Max Maton	1	2	yes	D
3. As a developer, I want to see why and how design patterns are implemented, So that the design of the game is clear.	3.1 Explain why and how design patterns are implemented	Max Maton	3	2	yes	B
	3.2 Create class diagram	Ali Smesseim	2	1	yes	B
	3.3 Create sequence diagram	Adam el Khalki	2	3	yes	B
4. As a manager, I want to know how to achieve good practice, So that the project can be developed most economically.	4.1 Explain good and bad practices	Sander Oostmeyer	1	1	yes	C
	4.2 Explain Visual Basic as good practice	Adam el Khalki	1	2	yes	C
	4.3 Enumerate three good practice factors	Max Maton	1	1	yes	C
	4.4 Enumerate three bad practice factors	Ali Smesseim	1	2	yes	C

Main Problems Encountered

Powerups

Some powerups were hard to implement, like the shield and move vertically. That is why we decided not to implement it anymore.

Adjustments for the next Sprint Plan

For the next sprint plan we should not underestimate the difficulty of the different tasks. This appeared to be a problem in the previous sprint.