

Sprint Review #4

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 be able to save and load my game, So that I can save my progress and continue where I left off.</p> <p>Given that the store is opened, When I press “Save Game”, Then the progress is saved to a file. And given that the main menu is opened,</p>	1.1 Implement menu	Adam el Khalki	3	3	yes	D
	1.2 Implement save function	Ali Smesseim	5	5	yes	C
	1.3 Implement load function	Max Maton	5	4	yes	C
	1.4 Create UML diagram	Sabri Baraç	2	2	yes	C
	1.5 Create CRC cards	Sander Oostmeyer	2	2	yes	B
	1.6 Create requirements	Sander Oostmeyer	1	1	yes	A

When I press "Load Game", The I continue where I saved the previous time.						
2. As a developer, I want to have the least possible of design flaws in my code, So that the technical debt is reduced.	2.1 Compute software metrics	Sabri Baraç	1	1	yes	A
	2.2 Explain design choices or errors	Adam el Khalki	3	3	yes	C
	2.3 Fix design flaws	Sabri Baraç & Sander Oostmeyer	3	3	yes	B

Main Problems Encountered

This sprint we have not encountered any problems. This is because we learned from the previous sprint and applied it to this sprint.

Adjustments for the next Sprint Plan

Danny told us the previous sprint was a perfect example of a sprint. That is why we will try to duplicate the previous sprints efforts.