

Sprint Plan #5

Game: Space Invaders

Group: 18

User story	Task	Assignee	Estimated Effort (hours)	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.</p> <p>And given that the main menu is opened, When I press “Load Game”, The I continue where I saved the previous time.</p>	1.1 Implement multiple ships	Ali Smesseim	5	C
	1.2 Refactor code	Max Maton	5	D
	1.3 Create UML diagram	Adam el Khalki	2	C
	1.4 Create CRC cards	Adam el Khalki	2	B
	1.5 Create requirements	Adam el Khalki	1	A
<p>2. As a developer, I want to see why and how design patterns are implemented, So that the design of the game is clear.</p>	2.1 Explain why and how design patterns are implemented	Sabri Baraç	3	A
	2.2 Create class diagram	Sabri Baraç	2	C
	2.3 Create sequence diagram	Sander Oostmeyer	2	B

3. As a developer, I want to reflect on the lab, So that I can learn from the process.	3.1 Write a reflection about the lab	Sander Oostmeyer	3	A
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