

Sprint Plan #3

Game: Space Invaders

Group: 18

User story	Task	Assignee	Estimated Effort (hours)	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	A
	1.2 Create UML diagram	Sander Oostmeyer	2	C
	1.3 Create CRC cards	Sander Oostmeyer	2	C
	1.4 Create requirements	Sander Oostmeyer	1	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> <p>When the player kills all enemies in the current level, Then the player gets access to a store, where it can purchase powerups.</p>	2.1 Implement store	Adam el Khalki	4	C
	2.2 Implement powerups	Sabri Baraç	4	E
	2.3 Create UML diagram	Sabri Baraç	2	E
	2.4 Create CRC cards	Max Maton	2	E
	2.5 Create requirements	Max Maton	1	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	B
	3.2 Create class diagram	Ali Smesseim	2	B
	3.3 Create sequence diagram	Adam el Khalki	2	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	C
	4.2 Explain Visual Basic as good practice	Adam el Khalki	1	C
	4.3 Enumerate three good practice factors	Max Maton	1	C
	4.4 Enumerate three bad practice factors	Ali Smesseim	1	C