Sprint Plan #3

Game: Space Invaders
Group: 18

User story	Task	Assignee	Estimated Effort (hours)	Priority (lowest number means highest priority)
1. As a player, I want to have multiple levels, So that the game can be played longer. When the player kills all enemies in the current level, Then the player advances to the next level.	1.1 Implement levels	Ali Smesseim	4	1
	1.2 Create UML diagram	Sander Oostmeyer	2	3
	1.3 Create CRC cards	Sander Oostmeyer	2	3
	1.4 Create requirements	Sander Oostmeyer	1	2
2. As a player, I want to purchase powerups between levels, So that I can be better equipped for the next level. When the player kills all enemies in the current level, Then the player gets access to a store, where it can purchase powerups.	2.1 Implement store	Adam el Khalki	4	4
	2.2 Implement powerups	Sabri Baraç	4	7
	2.3 Create UML diagram	Sabri Baraç	2	6
	2.4 Create CRC cards	Max Maton	2	6
	2.5 Create requirements	Max Maton	1	5

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	1
	3.2 Create class diagram	Ali Smesseim	2	2
	3.3 Create sequence diagram	Adam el Khalki	2	2
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	3
	4.2 Explain Visual Basic as good practice	Adam el Khalki	1	3
	4.3 Enumerate three good practice factors	Max Maton	1	3
	4.4 Enumerate three bad practice factors	Ali Smesseim	1	3