Sprint Plan #4

Game: Space Invaders
Group: 18

User story	Task	Assignee	Estimated Effort (hours)	Priority (A—E)
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. 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, When I press "Load Game", The I continue where I saved the previous time.	1.1 Implement menu	Adam el Khalki	3	D
	1.2 Implement save function	Ali Smesseim	5	C
	1.3 Implement load function	Max Maton	5	C
	1.4 Create UML diagram	Sabri Baraç	2	C
	1.5 Create CRC cards	Sander Oostmeyer	2	B
	1.6 Create requirements	Sander Oostmeyer	1	A
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	A
	2.2 Explain design choices or errors	Adam el Khalki	3	C
	2.3 Fix design flaws	Sabri Baraç & Sander Oostmeyer	3	B