**Sprint Plan #1**

Game: Space Invaders

Group: 18

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| **User Story** | **Task** | **Task assigned to** | **Estimated effort per task** |
| Logging  As a TA,  I want the game to log all its actions,  So that I can check if the game works correctly.  When an update happens,  Then all entities should output their actions. | Implement logging method | Max Maton | 6 hours |
| Invoke logging method every update | Max Maton | 8 hours |
| Create requirements for logging | Ali Smesseim | 3 hours |
| UML  As a TA,  I want to view the structure of the code,  So that I can check if the code is structured correctly. | Create UML diagram of the non-GUI components | Sander Oostmeyer | 8 hours |
| Create UML diagram of the GUI | Sander Oostmeyer | 2 hours |
| RDD  As a developer,  I want to perform responsibility driven design,  So that I can structure my code better. | Create CRC cards | Adam el Khalki | 2 hours |
| Review differences with actual implementation | Ali Smesseim | 2 hours |
| Create class and sequence diagram | Sabri Baraç | 6 hours |