

SPRINT PLAN WEEK 6

USER STORIES

Story	Tasks	Priority
As a player I want to change options of the game	Write options menu requirements Create UML Implement options menu	A C B
As a player I can pick up power-ups and get benefits during gameplay	Add power-up icons	E
As a player I want to change between states	Implement state pattern Create class diagram (1) Create sequence diagram (1)	A B B
As a tester I want to ensure that only one level and game exist	Implement singleton pattern Create class diagram (2) Create sequence diagram (2)	A B B

TASK ALLOCATION

TASK	ASSIGNED TO	ESTIMATED EFFORT / 5
Testing	All	4
Fix Violations	All	4
Write options menu requirements	Luke Jasper	2
Create sequence diagram (1)	Matthias	2
Create UML	Jasper	2
Implement options menu	Jasper	5
Implement singleton pattern	Luke	4
Create class diagram (2)	Luke	2
Create sequence diagram (2)	Luke	2
Game-over state	Arjan	3

Add power-up icons	Matthias	1
Implement state pattern	Bart	4
Create class diagram (1)	Bart	2
Create sequence diagram (1)	Bart	2

Sprint Reflection Week 4 en 5:

<https://docs.google.com/spreadsheets/d/1EI2RqQR7w3udG1H4lFYk3sshjzYBlAwPOdSQUhtfo54/edit?usp=sharing>