

SPRINT PLAN WEEK 7

USER STORIES

Story	Tasks	Priority
As a player I want to experience cutting-edge gameplay and almost bite my tongue of because of the stunning songs included in each level	Setup song accordingly to each level	B
As a player I can pick up power-ups and get benefits during gameplay	Add power-up icons (and display popup sprites)	C
As a player I want to change settings in the options menu	Fix option menu functionalities	B
As a tester I want to ensure that design flaws are exposed with the inCode tool	Exercise 2 #1 Exercise 2 #2 Exercise 2 #3	A A A

TASK ALLOCATION

TASK	ASSIGNED TO	ESTIMATED EFFORT / 5
Refactoring Exercise - All classes in package game	Arjan	4
Refactoring Exercise - All classes in package menu	Jasper	4
Refactoring Exercise - All classes in package powerups	Luke	4
Refactoring Exercise - All classes in package objects and shapes	Bart	4
Refactoring Exercise - All classes in package utilities	Matthias	4
Fix button constraints in options menu	Jasper	3

Use inCode to detect design flaws	Matthias	4
Fix music	Arjan	4
Explain and fix desing flaw #1	Luke	4
Explain and fix desing flaw #2	Bart	4
Explain and fix desing flaw #3	Arjan	4