

Sprint Plan 1

Game: Bubble Bobble

Group: 7

User Story	Task	Task Assigned To	Estimated Effort per Task
-	Create a ShareLatex for assignment 1 questions.	Lili	Very Easy
-	Question 1.1 Derive classes, responsibilities, and collaborations (use CRC cards). This question then needs to be checked.	Joost, Lili	Medium, Easy
-	Question 1.2 Describe the main classes you implemented in your project in terms of responsibilities and collaborations. This question then needs to be checked.	Joost, Lili	Medium, Easy
-	Question 1.3 Reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed. This question then needs to be checked.	Jeffrey, Joost	Medium, Easy
-	Question 1.4 Draw the class diagram of the aforementioned main elements of your game. This question then needs to be checked.	Joost, Lili	Hard, Easy
-	Question 1.5 Draw the sequence diagram to describe how the main elements of your game interact. This question then needs to be checked.	Jeffrey, Joost	Hard, Easy

-	Question 2.1 What is the difference between aggregation and composition? Where are composition and aggregation used in your project? This question then needs to be checked.	Lili, Jeffrey	Hard, Easy
-	Question 2.2 Is there any parametrized class in your source code? This question then needs to be checked.	Jeffrey, Joost	Medium, Easy
-	Question 2.3 Draw the class diagrams for all the hierarchies in your source code. Explain why you created these hierarchies and classify their type. This question then needs to be checked.	Lili, Jeffrey	Hard, Easy
As a developer, I want to have a logger that logs all the actions that happen during the game.	Create a ShareLatex file for the requirements of the logger.	Jim	Very Easy
	Question 3.1 Extend your implementation of the game to support logging. The logging has to be implemented from scratch without using any existing logging library. Define your requirements and get them approved by your teaching assistant.	Jim, Matthijs, Toine	Hard
	Question 3.2 During the analysis and design phases of this extension use responsibility driven design and UML	Jim, Matthijs, Toine	Hard
As a developer, I want to have clear and clean code.	Update the project using Aaron's comments, which include checkstyle fixes, adding javadoc comments and PMD fixes.	Jim	Easy
	Motivate in our code why all the PMD, FindBugs and checkstyles that were left in the code, were left there.	Jim	Easy
	Test controller as much as possible	Jim	Medium