

Sprint Plan 4

Game: Bubble Bobble

Group: 7

| User Story | Task | Member Responsible for task | Task Assigned To | Estimated Effort per Task (hours) | Priority (A-E) |
|---|--|-----------------------------|------------------|-----------------------------------|----------------|
| As a developer, I want to have clear documentation for the features of this week. | Create a requirements document for Exercise 1.1. | Joost | Joost | 1h | A |
| | Create an assignment 4 document for all the answers of the questions. | Lili | Lili | 1h | B |
| As a developer, I want to use inCode to help me find errors and flaws in the code | Use inCode to compute software metrics on your project. | Lili | Lili | 1h | A |
| | For a first fatal flaw, explain the design choices or errors leading to the detected design flaw. | Jeffrey | Jeffrey | 1.5h | B |
| | For a first fatal flaw, fix the design flaw or extensively and precisely explain why this detected flaw is not an error and, thus, should not be fixed | Jeffrey | Jeffrey | 4h | A |
| | For a second fatal flaw, explain the design | Lili | Lili | 2h | B |

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|---|---|----------|----------|-------|---|
| | choices or errors leading to the detected design flaw. | | | | |
| | For a second fatal flaw, fix the design flaw or extensively and precisely explain why this detected flaw is not an error and, thus, should not be fixed | Lili | Lili | 3h | A |
| | For a third fatal flaw, explain the design choices or errors that have lead to the third design design flaw to be avoided. | Toine | Toine | 2h | A |
| | For a third fatal flaw, explain where this design flaw could have probably affected your system and how you managed to avoid it. | Toine | Toine | 1h | A |
| As a developer, I want the code to not have too many responsibilities | Refactor the SpriteBase so that it doesn't have too many responsibilities. | Toine | Toine | 4h | A |
| As a player, I want the score and lives that I have achieved in a previous level to be taken to the next level. | Carry over scores to the next level | Matthijs | Matthijs | 3h | A |
| | Carry over lives to the next level | Matthijs | Matthijs | 3h | A |
| As a player, I want to play with my friends | Add second character to game, with score, controls, and regular properties. | Jim | Jim | 3h30 | A |
| | Create the option in the menu for a multi player game | Jim | Jim | 30min | B |

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|---|---|----------|----------|-------|---|
| | Create consequences when one player dies. | Jim | Jim | 1h | B |
| | Create sprite for second player. | Jim | Jim | 30min | C |
| | Create extra information in the help-screen. | Joost | Joost | 2h | C |
| | Create consequences for winning a level. | Joost | Joost | 1h30 | B |
| | Create consequences for game over | Joost | Joost | 1h | B |
| | Fix displaying lives and score | Joost | Joost | 1h30 | B |
| As a player, I want the game to be able to play on Linux. | Application exception for Linux needs to be resolved. | Matthijs | Matthijs | 2h | D |
| As a developer, I want to remove unnecessary code. | Remove all JavaDoc for @Override methods | Toine | Toine | 30min | B |
| | Remove comments from Instance Variables | Toine | Toine | 30min | B |
| | Fix that all model classes have JavaDoc | Lili | Lili | 1h | E |