

Sprint Plan #4

Game: Fishy

Group: 11

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A-E)
Exercise 1: Your with is my command, Reloaded				
	1.1: Making requirements	Ricardo	0.5	A
	1.2: Sending requirements to TA	Ricardo	0.5	A
	1.3: Make help screen, accessible from levelstate	Ricardo	2	A
	1.4: Change menustate to look nicer	Leon	1.5	C
	1.5: Game pause feature	Ricardo	1	A
	1.6: Number of fish is lower when player is bigger	Martijn	1.5	C
	1.7: Whale on timer	Martijn	1.5	C
1	1.8: Improve shield & extralife	Millen	1.5	A
	1.9: public fields in levelstate to private	Martijn	1	C
Exercise 2:				
	2.1: Compute software metrics on your project. Upload the resulting analysis file to the git repo. Write in the explanation PDF file where the analysis file is located.		0.5	A
	2.2: Design flaw 1 (Data Clumps)			
	2.2.a: Explain the design choices or errors leading to the detected design flaw	Leon	1	A
	2.2.b: Fix the design flaw or extensively and precisely explain why this detected flaw is not an error and thus, should not be fixed	Leon	1	A
	2.3: Design flaw 2 (God Class)	Millen	1	B
	2.3.a: Where could these design flaws probably have affected your system and how you managed	Millen	1	B

[illegible]