

## Sprint Plan #2

**Game:** Fishy  
**Group:** 11

| User Story                              | Task  | Task Assigned To | Estimated Effort per Task |
|---|---|------------------|---------------------------|
| <b>Exercise 1:<br/>Enemy diversity</b>  |   |                  |                           |
|   | 1.1: Making the requirements for the enemy diversity  | Leon             | 1                         |
|   | 1.2: Sending the requirements to the TA   | Leon             | 0.5                       |
|   | 1.3: Add a group of fish who will swim together, like a school of fish.   | Martijn          | 3                         |
|   | 1.4: Add a big fish who takes up 1/3 of the screen. This fish will appear with a warning so the player can get out of the way.                            | Ricardo          | 5                         |
|   | 1.5: Add a fish who moves in a sinusoid manner  | Martijn          | 3                         |
| <b>Exercise 2:<br/>TA's suggestions</b> |   |                  |                           |
|   | 1.1: Make a requirements document   | Leon             | 1                         |
|   | 1.2: Sending the requirements to the TA   | Leon             | 0.5                       |
|   | 1.3: Restructure/rearrange the attributes and methods to increase code readability in Player.java. Get rid of the 8-if statements in the momentum method. | Leon             | 5                         |
|   | 1.4: Change the player fish so the user does not lose the fish.   | Martijn          | 1                         |
| <b>Own assignments:</b>                 |   |                  |                           |
|   | 1.1: Eliminate checkstyle in all files:   |                  |                           |
|   | 1.1.a: Entity.java  | Danique          | 0.5                       |
|   | 1.1.b: LevelState.java  | Danique          | 0.5                       |
|   | 1.1.c: LoseState.java   | Danique          | 0.5                       |
|   | 1.1.d: Main.java  | Danique          | 0.5                       |
|   | 1.1.e: MenuState.java   | Danique          | 0.5                       |
|   | 1.1.f: Opponent.java  | Danique          | 0.5                       |
|   | 1.1.g: OpponentHandler.java   | Danique          | 0.5                       |
|   | 1.1.h: Player.java  | Leon             | 0.5                       |
|   | 1.1.i: WinState.java  | Danique          | 0.5                       |
|   |   |                  |                           |

|  |  |         |   |
|--|--|---------|---|
|  | 1.2 Write tests for the following classes: |         |   |
|  | 3.2.a: Entity.java                         | Ricardo | 2 |
|  | 3.2.b: Opponent.java                       | Danique | 2 |
|  | 3.2.c: OpponentHandler.java                | Danique | 2 |
|  | 3.2.d: Player.java                         | Ricardo | 2 |

We decided not to assign any tasks to Millen since he was not present at the meeting and the practical session. He did not reply to us and thus we are waiting until we get some reaction from him to assign him tasks.