

Sprint Plan #5

Game: Fishy

Group: 11

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A-E)
Exercise 1: 20-time, Revolutions				
	1.1: Make requirements.	Leon	0.5	A
	1.2: Send requirements to TA.	Leon	0.5	A
	1.3: High score board	Leon	3	A
	1...: During the analysis and design phases of this extension use responsibility driven design and UML.	Leon	0.5	B
Exercise 2: Design Patterns				
	2.1: Design Pattern 1(Factory Pattern) (Powerups)			
	2.1.a: Write a natural language description of why and how the pattern is implemented in your code.	Millen	1	B
	2.1.b: Make a class diagram of how the pattern is structured statically in your code.	Millen	1	B
	2.1.c: Make a sequence diagram of how the pattern works dynamically in your code.	Millen	1	B
	2.2: Design Pattern 2(Observer Pattern)			
	2.2.a: Write a natural language description of why and how the pattern is implemented in your code.	Ricardo	1	B
	2.2.b: Make a class diagram of how the pattern is structured statically in your code.	Ricardo	1	B
	2.2.c: Make a sequence diagram of how the pattern works dynamically in your code.	Ricardo	1	B
Exercise 3: Wrap up				

