

User Story #	Task #	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes / no)	Notes
User can boot the game to the main menu, and press a button to start it.	Add game states	Zohar, Ji	2	3	yes	
	Main menu design	Moshiur	1	3	yes	
	Read user input	Zohar, Ji	1	2	yes	
User can move the player around a game scene, using the keyboard input	Create game scene	Zohar, Ji	1	2	yes	
	Create player sprite	Moshiur	0.5	1.5	yes	
	Render player in scene	Thijs, Adrian	1	2	yes	
	Move player	Thijs, Adrian	2	4	yes	
User sees asteroids moving around the screen	Generate asteroids	Thijs, Adrian	1	2	yes	
	Add asteroid movement	Thijs, Adrian	2	3	yes	
User hears sounds in-game	Add background music	Moshiur	1	2	yes	
	Add sound when actions are taken, i.e. press button	Moshiur	1	2	yes	

Main Problems Encountered

Problem 1	Asteroid rendering
Description:	The points rendering the asteroid werent constant, so the asteroid changed shape while floating
Reaction:	Made a small change in formula, so that the asteroids stay in shape
Problem 2	Player movement
Description:	Player could move from left to right, but the head would rotate, so the player would always be pointed forward.
Reaction:	Made a param for the palyer called heading and gave it a rotationspeed, so that the head would also rotate while pushing buttons.

Adjustments for next sprint plan:

- Set out realistic times for every task, because everything took longer then expected
- Divide the taasks more even, so everyone can write a reasonable amuont of code.