| User Story # | Task # | Task Assigned To | Estimated Effort per Task (in hours) | | Actual Effort per Task (in hours) | | Done (yes / no) | Priority (A-F) | Notes | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |
| Create a UFO enemy which will try to kill the player | Let the UFO move into the direction of the player and | Zohar | 2 | | 3 | | Yes | A | Refactoring the Player and Enemy to avoid code duplication and rewritin | | | |
| | Add UFO AI | Zohar | 2 | | 1 | | Yes | A | AI is not sophisticated. Simply based on chance, since with the current | | | |
| Add more custom sounds to the game and create for every action a musical interaction. | Add sounds for every bullet | Moshiur | 1 | | 0.5 | | Yes | C | | | | |
| | Add background music | Moshiur | 1 | | 0.5 | | Yes | B | | | | |
| | Create sounds for asteroids splitting | Moshiur | 1 | | 1 | | Yes | C | It was partially done in the last sprint but the finishing was pretty simple a | | | |
| | | | | | | | | | | | | |
| Whenever the user gets hit by an asteroid it should die and lose a life. If the player despite | Add invincibility frames after player dies | Thijs | 1 | | - | | No | B | | | | |
| that hits the asteroid it should split into two. If the player dies it should receiver invincibility frames. | Player dies when hit by asteroid | Thijs | 1 | | 2 | | Yes | A | This was easier to implement than initially thought and went really smoo | | | |
| | Fix angle of splitter asteroids | Thijs | 1 | | 2 | | Yes | F | The asteroids have a normal splitting mechanism again after splitting into seemingly random directions before. | | | |
| Whenever a player shoots an asteroid the player should get awarded points and the asteroid should split | Points added when asteroid hits | Zohar, Ji | 2 | | 3 | | Yes | A | | | | |
| | Asteroid explosion when bullet hits | Ji, Moshiur | 2 | | 4 | | Yes | A | The asteroid explosion was a bit of a hassle accessing the bullets and a | | | |
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| Main Problems Encountered | | | | | | | | | | | | |
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| Problem 1 | | | | | | | | | | | | |
| Description: | If the deadline was not changed we would not have been able to implement an architectural design | | | | | | | | | | | |
| Reaction: | Read up on the next assignments what needs to be implemented next time and start to work earlier | | | | | | | | | | | |
| Problem 2 | | | | | | | | | | | | |
| Description: | Because of our late implementation of the database structure, we had problems figuring out the database schema | | | | | | | | | | | |
| Reaction: | Arranging meeting, everyone wrote a schema and we voted for the best structure | | | | | | | | | | | |
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| Adjustments for next sprint plan: | | | | | | | | | | | | |
| Make sure to communicate more with the teammates | | | | | | | | | | | | |
| Settle problems earlier in the sprint so they are fixable | | | | | | | | | | | | |