

Sprint number	#										
Game	Fishy										
Group	#27										
User Story	Task		Task assigned to	Estimated effort	Actual effort	Done	Notes				
<b>Exercises</b>	Make a sprint reflection	Sytze	0.5h	0.5h	Yes						
	Make a sprint plan	Sytze	2h	2h	Yes						
	Exercise 2.1. Incode should be set up.	Youri	1h	1h	Yes						
	Do exercises for design flaw #1 (winPane/losePane). Incode detected how our winPane and losePane have duplicates.	Stefan	1h								
	Do exercises for design flaw #2, (keyPressed/keyReleased). Incode detected how these methods have duplicate lines of code.	Michiel	3h	2h	Yes						
	Do exercises for design flaw #3. We only have two design flaws, so this task represents finding one.	Daan	3h	2h	Yes						
<b>Features</b>	Find the issue why maven builds aren't succeeding. Maven doesn't run successfully, although when we run all the tests locally it does run. Someone needs to find out how this could be fixed.	Stefan	1h	1h	Yes	The fix also incl the pom file was for the last hand					
	Optimize Image drawing by moving the images instead of creating new ImageViews every cycle Add an ImageView to the fishclass and move this instead of creating a new image every cycle	Stefan	1h	3h	No	By trying to opti image view to th well with the tes interface to be l					
	Fix the 12 enemy classes. Our TA told us we should try to make a better implementation for the 12 enemy classes we now have in our code. Doing so will raise our code quality grade.	Youri	3h	2h	Yes						
	Fix the inconsistency of our GUI tests. Our gui tests do not always succeed. This has to do with inconsistency of the tests as random values are used.	Youri	2h	14h	Partially	Tests still seem to be failing on some machines (Maybe this has to do with IntelliJ)					
	Make the shark shoot a laser object. This is part of the feature the TA gave to us. When the shark doesn't have enough ammo, it should not be able to fire lasers.	Sytze	3h	4h	Yes	I changed the n because Lasers					
	Make ammo objects appear on the screen. The shark needs ammo for the lasers it shoots. This could be gathered by collecting ammo. A factory design pattern could be used for a nice implementation	Daan	3h	3h	Yes						
	Make fish shrink in size when hit. When a fish collides with a laser, it should shrink in size.	Michiel	2h	4h	Yes	It works, but the way of implementing was not using a design pattern					
	Make the shark able to gather ammo. The shark should get ammo when collecting ammo on the screen.	Stefan	2h	2h	Yes						
	Hand in Deliverable	Michiel	0.5h	0.5h	Yes						
	Make an updated UML	Michiel	1h	1h	Yes	Made some mistakes in the relationships between classes					
	Implement a mute button (not in the sprint)	Daan	3h	3h	Yes						