Sprint number	#4				
Game	Fishy				
Group	#27				
				Estimated effort	
User Story	Task	User Story	Task assigned to	per task	Priority
Exercises					
	Make a sprint reflection		Sytze	0.5h	B
	Make a sprint plan	As a developer, I want to clearly see what every team member is going to do for the next sprint.	Sytze	2h	A
	Exercise 2.1. Incode should be set up.	As a developer, I want to clearly see what every team member has done last sprint	Youri	1h	A
	Do exercises for design flaw #1 (winPane/losePane). Incode detected how our winPane and losePane have dublicates.		Stefan	1h	A
	Do exercises for design flaw #2 (keyPressed/keyReleased). Incode detected how these methods have dublicate lines of code.		Michiel	3h	A
	Do exercises for design flaw #3. We only have two design flaws, so this task represents finding one.		Daan	3h	A
Features					
	Find the issue why maven builds aren't succeeding. Maven doesn't run succesfully, although when we run all the tests locally it does run. Someone needs to find out how this could be fixed.	As a developer, I want maven to run succesfully without any errors.	Stefan	1h	C
	Optimize Image drawing by moving the images instead of creating new ImageViews every cycle	As a developer, I want the game to run well.	Stefan	1h	D
	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.	As a developer, I want to combine the 12 enemy classes we have.	Youri	3h	C
	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.	As a developer, I want my GUI tests to pass all the time.	Youri	2h	C
	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.	As a player, When I press the shoot button, given the shark has enough ammo, I want the shark to shoot a laser	Sytze	3h	B
	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	As a player, after a tick event, given a certain chance, I want ammo to appear on the screen	Daan	3h	B
	Make fish shrink in size when hit. When a fish collides with a laser, it should shrink in size.	As a player, When I see a fish collide with a laser, I want the fish to shrink	Michiel	2h	B
	Make the shark able to gather ammo. The shark should get ammo when collecting ammo on the screen.	As a player, When I see the shark collide with ammo, I want the shark to pick up the ammo	Stefan	2h	B
Other					
	Hand in Deliverable		Michiel	0.5h	A
	Make an updated UML	As a developer, I want the UML diagram to be up to date with our code.	Michiel	1h	A