

Sprint Plan #1

Game: Fishy

Group: 00

User Story	Task	Task Assigned To	Estimated Effort Per Task
As developers, we would like to deliver a well tested product.	Improve test coverage	Everyone	3 hours each
As users, we would like to experience a more playable game	Improve hitboxes	Adriaan	5 hours
	Change player movement	Adriaan	1 hour
	Change enemy move speed	Adriaan	1 hour
	Add bubbles	Thomas	2 hours
As developers, we would like to understand and appreciate the importance of responsibility-driven design, by comparing and contrasting this approach with our implementation.	CRC cards (1.1)	Lars	1-2 hours
	Main Classes (1.2)	Lars	
	Reflection on Responsibility Driven Design Results (1.	Lars	
As developers, we want to have a well documented product, which means that we want to make sure how we implemented the main components is clear.	Class diagram of Main classes (1.4)	Lars	1-2 hours
	Sequence diagram of main elements (1.5)	Thomas	1 hour
	Aggregation and Composition classes (2.1)	Dylan	1-2 hours
	Parameterized Classes (2.2)	Dylan	
	Hierarchies (2.3)	Dylan	
As developers, we would like a logger to make debugging issues easier.	Implementation of Logger (3.1)	Boris	4 hours
As developers, we would like the logger to be well documented, to allow for the best implementation and maintenance of the logger.	Analysis and Design of Logger (3.2)	Boris	2 hours
As users, we would like to hear sound cues when we perform certain actions.	Add sound	Thomas	4 hours
As users, we would like to hear some music	Add music	Lars	4 hours