

Sprint Plan #02 Reflection

Game: Fishy

Group: 00

User Story	Task	Task Assigned To	Estimated Effort Per Task	Actual Effort (Hours)	Done (Yes/ No)	Notes
As developers, we would like to deliver a well tested product.	Improve test coverage	Everyone	3 hours		No	
As developers, we would like a well documented product	Analysis and design of each extension through the use of responsibility driven design and UML.	Everyone	4 hours	8 hours (Lars + Thomas) 2 hours (Dylan)	Yes	
As a player I want toggleable background music to play.	Add music	Lars	4 hours	4 hours	Yes*	*was unable to automatically merge with Master, due to conflicts, which had to be resolved manually
As a player I want toggleable sound cues to play when certain actions are performed.	Add sound	Thomas	4 hours	4 hours	No	Could not add sound to unfinished classes.
As a player I want to record my highscores	Add Highscore logic	Adriaan	4 hours	4 hours	Yes	
As a player I want to associate a 3 char nickname to my highscore	Add Highscore record in FinishLayer	Adriaan	4 hours	4 hours	Yes	
As a player I want to check my highscores	Add Highscore Layer	Adriaan	2 hours	4 hours	Yes	
As a player I want variation in fish	Add different fish	Dylan	2 hours	3 hours	No	
As a player I expect different fish to have different speeds	Make different speeds	Dylan	3 hours	3 hours	No	Just missed the deadline. There were complications with spawning and the sprite transparency
	Make entity an interface.	Boris	3.5 hours	3 hours	Yes	
	Combine Launcher and Mainframe	Boris	.5 hour	5 hours	No	
As developers, we would like to have well structured code	Reduce duplicate code in layer package	Thomas	3 hours	3 hours	No	Could not edit unfinished classes