

Sprint Plan #3

Game: Fishy

Group: 00

User Story	Task	Subtasks	Task Assigned To	Priority	Estimated Effort Per Task
As developers, we would like to deliver a product that has 75% meaningful test coverage..	Improve test coverage	Animation Package	Adriaan	High	2 hours
		Bubbles Package	Boris	Medium	2 hours
		Enemies Package	Boris	Medium	2 hours
		EntitySpawner Package	Thomas	Medium	2 hours
		EntityTools Package	Thomas	Medium	2 hours
		GameStates Package	Thomas	High	2 hours
		HighScores Package	Adriaan	High	2 hours
		Keys Package	Dylan	High	2 hours
		Players Package	Thomas	Medium	2 hours
		ResourceToolsPackage (Sound and Music excluded)	Thomas	Low	2 hours
		Settings Package	Thomas	High	2 hours
		SinglePlayerGames package	Boris	High	4 hours
		SinglePlayerGameStates package	Adriaan	High	6 hours
		Sprites Package	Lars	High	2 hours
		StateManagers Package	Lars	High	6 hours
		States Package	Lars	High	6 hours
		Tools Package	Adriaan	Low	4 hours
		Util Package	Boris	Low	4 hours
		ValueSettings	Thomas	Low	2 hours
As developers we want to make sure exceptions are handled correctly, to improve the product quality and make debugging easier.	Exercise 1	Better Exception Handling	Thomas	High	6 hours
As a player, I want different game modes to choose from.		Arcade Mode	Adriaan	High	3 hours
As developers we want a well documented project.	Exercise 2	Analysis and Desing Doc	Thomas + Adriaan	High	4 hours each
As developers we want well structured code.		Singleton	Boris	High	3 hours
		Adapater	Dylan	High	3 hours
		Anaylsis and Design Doc	Boris + Dylan	High	3 hours each
As developers, we would like to understand best practices so that we can implement them.	Exercise 3	Question 1	Lars	High	3 hrs
		Question 2			
		Question 3			
		Question 4			