Sprint Plan #4

Game: Fishy
Group: 00
Date: 13/10/2015

User Story	Task	Subtasks	Person Responsible	Task Assigned To	Estimated Effort Per Task (Hours)	Priority (A-E)
As developers, we would like to deliver a product that has 75% meaningful test coverage..	Improve test coverage	Sprites Package	Lars	Lars	2	C
		StateManagers Package	Lars	Lars	6	B
		States Package	Lars	Lars	6	A
		EntitySpawner Package	Dylan	Dylan	2	C
		EntityTools Package	Lars	Lars	2	D
		GameStates Package	Dylan	Dylan	2	B
		Players Package	Boris	Boris	3	A
		ResourceToolsPackage (Sound and Music excluded)	Lars	Lars	2	E
		Settings Package	Boris	Boris	2	E
		ValueSettings	Boris	Boris	2	E
		Animation Package	Dylan	Dylan	2	D
		Bubbles Package	Dylan	Dylan	2	E
		Enemies Package	Dylan	Dylan	3	A
		HighScores Package	Adriaan	Adriaan	2	B
		SinglePlayerGames package	Adriaan	Adriaan	2	E
		SinglePlayerGameStates package	Adriaan	Adriaan	2	E
As developers, we would like to deliver a well documented product.	Add Javadoc	-	Thomas	Thomas	12	D
As a player, I would like the ability to consume a power-up that increases the movement speed for a limited time.	Exercise 1	Power-up requirements	Adriaan		2	A
		Power-up design			2	A
		Power-up analysis			2	B
		Power-up impementation			3	A
As developers, we would like to minimise design flaws within our project.	Exercise 2	Design Flaw I - Description	Thomas	Thomas	3	A
		Design Flaw I - Fix			3	
		Design Flaw II - Description	Thomas	Thomas	3	A
		Design Flaw II - Fix			3	
		Design Flaw III - Description	Thomas	Thomas	2	A
		Design Flaw III - Fix			2	