

## Sprint Plan #5

Game: Fishy

Group: 00

Date: 20/10/2015

| User Story  | Task                  | Subtasks  | Person Responsible | Task Assigned To | Estimated Effort Per Task (Hours) | Priority (A-E) |
|---|-----------------------|---|--------------------|------------------|-----------------------------------|----------------|
| As a player, I would like the ability to consume a power-up that increases the movement speed for a limited time. | Extension: Power-Up   | Requirements                                    | Adriaan            | Adriaan          | 1                                 | A              |
|   |                       | Design and Analysis                             |                    | Adriaan          | 3                                 | B              |
|   |                       | Implementation                                  |                    | Adriaan          | 5                                 | A              |
| As developers we would like well structured code.   | Design Patterns       | Design Pattern I - Factory                      | Thomas             | Thomas           | 5                                 | A              |
|   |                       | Implementation                                  |                    | Thomas           | 3                                 | A              |
|   |                       | Description                                     |                    | Thomas           | 3                                 | A              |
|   |                       | Class Diagram                                   |                    | Thomas           | 3                                 | A              |
|   |                       | Sequence Diagram                                |                    | Thomas           | 3                                 | B              |
|   |                       | Design Pattern II - State                       | Thomas             | Thomas           | 0.5                               | A              |
|   |                       | Implementation                                  |                    | Thomas           | 3                                 | A              |
|   |                       | Description                                     |                    | Thomas           | 1                                 | A              |
|   |                       | Class Diagram                                   |                    | Thomas           | 5                                 | B              |
|   |                       | Sequence Diagram                                |                    | Thomas           | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Lars             | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Boris            | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Adriaan          | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Dylan            | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Dylan            | 2                                 | A              |
| As developers, we would like to deliver a product that has 75% meaningful test coverage.                          | Reflection            | Project Reflection (200 words)                  | Thomas             | Thomas           | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Lars             | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Boris            | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Adriaan          | 2                                 | A              |
|   |                       | Project Reflection (200 words)                  |                    | Dylan            | 2                                 | A              |
|   | Improve test coverage | Sprites Package                                 | Lars               | Lars             | 2                                 | C              |
|   |                       | StateManagers Package                           | Lars               | Lars             | 5                                 | B              |
|   |                       | States Package                                  | Lars               | Lars             | 5                                 | 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              |
|   |                       | 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          | 3                                 | C              |
|   |                       | SinglePlayerGameStates package                  | Adriaan            | Adriaan          | 2                                 | D              |