Sprint Plan # 1

Game: Temple Run
Group: 9
Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assigned To	Estimated Effort per Task
Exercise 1	*1.1 New basis implementation*	Group	2
	1.2 Description of our main classes	Group	1
	1.3 Less important classes	Group	1
	1.4 Class diagram	Maikel	1
	1.5 Sequence diagram	Maikel	1
Exercise 2	*2.1 Aggregation vs. Composition*	Group	1
	2.2 Parameterized classes	Group	1
	2.3 Hierarchical class diagram	Maikel	1
Exercise 3: As a user I want to view an event log of all events happening in-game.	*#68 Logging extension*	Maarten	3
	RDD and UML	Group	1
As a user I want to hear a soundtrack and sound effects during the game.	*#30 Soundtrack*	Mitchell	2
	#42 Sound effects	Mitchell	2
As a track I get automatically moved increasingly faster.	*#32 Increasing the speed*	Maarten	2
As a user I want to change the settings of my game.	*#36 Settings screen*	Maikel	2
As a track I get varying obstacles added on top of me.	*#69 Multiple obstacles*	Mathias	3
As a user I want the objects in the game to look pretty.	*#53 Textures for 3D environment*	Robin	5
As a player, I want to see a GUI that pleases	*#70 GUI Styling*	Maikel	2

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