

# Sprint Plan # 4

Game: Temple Run

Group: 9

Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assigned To	Estimated Effort per Task	Priority (A-E)
<b>Exercise 1: Your Wish Is My Command, Reloaded</b> New feature: Local Highscore server	<i>Construct a requirements document for the feature and have it checked by Jurgen.</i>	Maarten	1	A
	<i>#29 High score list backend Includes: server-client, adapter in game</i>	Maarten	4	B
	<i>#150 High score list frontend Includes: displaying the highscores get from the adapter</i>	Maikel	2	C
<b>Exercise 2: Software Metrics</b>	<i>Use inFusion inCode to analyze our design flaws</i>	Group [Mathias]	1	A
	<i>Explain why "Data Class" is an invalid design flaw</i>	Robin	1	B
	<i>#151a Fix the "Feature Envy" design flaw</i>	Maarten	1	C
	<i>#151b Fix the "Cyclic Dependency" design flaw</i>	Mitchell	1	C
<b>As a user</b> I want to be able to navigate through a clean Main Menu	<i>#140 Refactor MenuScene</i>	Mathias	3	A
<b>As a user</b> I want a more varied track, and no infinite invulnerability	<i>#148 Different obstacle layout</i>	Maikel	2	E
<b>As a developer</b> I want to kill all instance of statements	<i>#122 Collision Refactor</i>	Mathias	2	C
<b>As a user</b> I want to be able to buy items with the coins I have collected.	<i>#34 "Buying" alternate appearances</i>	Maikel	2	C
<b>As a user</b> I want to see the track moving.	<i>#72 Moving of track</i>	Robin	4	B
<b>As a user</b> I want to hear a soundtrack which continuously increases during a game	<i>#144 Refactor sound speedup Sound speedup should be continuous.</i>	Mitchell	3	D
<b>As a user</b> I want to be able to enable or disable the sound effects, and enable or disable the soundtrack	<i>#124 Extend Audioplayer and add settings.</i>	Mitchell	2	B
<b>Bug fixes and tweaks</b>	<i>#152 Bug invulnerability Bug trace: Be invulnerable &gt; go to main menu &gt; start new game &gt; still invulnerable</i>	Robin	1	A
	<i>#145 Whitespace unification and package reordering</i>	Maarten	1	*

\*) Whitespace unification was done on Saturday, before any other branch was created.