

Sprint Plan # 2

Game: Temple Run

Group: 9

Estimated Effort per Task scale: 1 - 5

User Story	Task	Task Assigned To	Estimated Effort per Task
Exercise 1: New feature: Savegame implementation.	<i>Requirements document</i>	Group	1
	<i>#71a Implement Parser</i>	Mathias	3
	<i>#71b Implement Writer</i>	Mathias	2
	<i>#71c Encryption/Decryption</i>	Mathias	1
Exercise 2: Refactor GUI class hierarchy	<i>RDD</i>	Maarten	1
	<i>#95 Implement changes</i>	Maarten	3
UML	<i>Creating complete UML</i>	Maikel	3
As a user I want to hear a soundtrack and sound effects during the game.	<i>#30 Soundtrack: Travis fix</i>	Mitchell	2
	<i>#42 Sound effects: Travis fix</i>	Mitchell	2
As a user I want the objects in the game to look pretty.	<i>#53 Textures for 3D environment</i>	Robin	3
Bugfixes and refactoring	<i>#81 Esc button</i>	Robin	1
	<i>#82 High speed bug</i>	Maarten	1
	<i>#83 Camera perspective and light have to be tweaked.</i>	Robin	2
	<i>#85 Refactor *Screen.start() methods</i>	Mitchell	2
	<i>#92 Refactor popup methods</i>	Maikel	1
As a user I want a more diverse track to run over	<i>#93 Add diversity to track Create different text parts which can be parsed by parser.</i>	Robin	1
As a player, I want to enter my name so that my save game can be personalized	<i>#89 Player name</i>	Maikel	2
As a player, I want to	<i>#94 Local Highscores</i>	Maarten	1

know my highest score ever obtained			
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