

# Sprint Plan # 3

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: 20-Time, Reloaded</b> <b>New feature: Popups</b>	<i>Requirements document</i>	Group	1	A
	<i>#40 Powerups</i>	Maarten	3	B
<b>Exercise 2: Design Patterns</b>	<i>Pattern 1: Observable (Logger)</i> <i>#117 Refactor Logger</i>	Robin	1	B
	<i>Pattern 2: Decorator (Powerups)</i> <i>#40 Powerups</i>	Robin	1	B
<b>Exercise 3: Software Engineering Economics</b>	<i>Answering questions</i>	Mitchell	2	B
<b>As a user</b> <b>I want to hear a soundtrack and sound effects during the game.</b>	<i>#30 Soundtrack: Travis fix</i>	Mitchell	2	A
	<i>#42 Sound effects</i>	Mitchell	2	C
<b>As a user</b> <b>I want to hear the soundtrack increase speed as the game speed increases.</b>	<i>#44 Increasing speed of soundtrack</i>	Mitchell	2	E
<b>As a user</b> <b>I want to see a countdown before the game starts</b>	<i>#63 Countdown</i>	Robin	3	D
<b>As a developer</b> <b>I do not want users to edit their savefiles and cheat.</b>	<i>#106 Encryption/decryption of json</i>	Mathias	2	B
<b>As a user</b> <b>I want to be able to save multiple games.</b>	<i>#114 Multiple save games</i>	Mathias	3	B
<b>As a user</b> <b>I want to be able to change my character's appearance.</b>	<i>#33 Character appearance</i>	Maikel	4	D
<b>As a user</b> <b>I want to be able to buy items with the coins I have collected.</b>	<i>#116 Basic Shop</i>	Maikel	2	C
<b>Bug fixes and tweaks</b>	<i>#115 Print Stacktrace to Logger instead of System.out</i>	Maarten	2	A
	<i>#83 Camera perspective and light have to be tweaked.</i>	Robin	2	B
	<i>#120 Memory leak when creating lots of entities</i>	Maarten	3	A