

Sprint plan Week 2

Context project: Bust-a-move

Group: 66

User story	Task	Responsible member	Other assigned member(s)	Estimated time	Priority
1. The team has to make assignment 1	Responsibility driven design	Antony	Jeroen, Omar	8 h	A
	UML	Jeroen	Omar, Vito	6 h	A
	Simple logging	Vito	Antony	8 h	A
2. The user wants to see their highscore and how they compare to other players	Creating a highscore screen	Antony		1 h	B
	Loading from file	Antony		1 h	B
	Adding new high scores	Antony		1 h	B
	Writing to file	Antony		1 h	B
3. Fixing bugs	Popping clusters (trees)	Jeroen	Vito	2 h	A
	Shooting sound	Antony		0.5 h	B
	Create ceiling image	Omar	Vito	2 h	D
	Ball grid snapping	Vito		2 h	A
	Only shoot available colors	Jeroen		1 h	B

4. The player wants to see their statistics when they finish a level	Maintain counter	Omar		1 h	C
	Show data at game over screen	Omar		2 h	C
5. The player wants to be able to pause the game	Create pause screen	Vito		1 h	D
	Handle user input to toggle	Vito		1 h	D
	Pause simulation while pause screen is active	Vito		1 h	D
6. The player wants to select different difficulties	Create more levels	Antony		3 h	C
	Allow looping through levels	Omar		1 h	C
	Create difficulty selection screen (before starting a random game)	Antony		1 h	C
	Create direction indicator dots in game	??		2 h	E
7. The player wants to be able to mute the game	Create mute button in main menu	Antony		1 h	D
	Create mute button in pause menu	Antony		1 h	D
8. Project environment setup	Set correct github .md-files	Omar		1 h	B
	Implement JUnit testing	Vito		5 h	D