

Sprint plan Week 4

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 3	Design patterns (singleton)	Omar		6 h	A
	Design patterns (iterator)	Jeroen		6 h	A
	Your wish is my command (shop)	Vito		8 h	A
	20-time (refactoring)	Antony		6 h	A
	20-time (testing)	Antony	Jeroen	10 h	
2. Project overhead	Merge-request code review	All		6 h	A
	Fix conflicting code from branch merges	All		4 h	A
3. Bugfixes	Fix issues that are on github (milestone 1.3)	All		5 h	C
	Remove non-render stuff from render function	Vito		3 h	B
	The game sometimes randomly loads a level when you are playing a level	Jeroen		1.5 h	C
4. The player wants to move to the next level	Allow looping through levels	Omar		2 h	C
5. The player wants to see	Get time and score data	Omar		1 h	D

their statistics when they finish a level	Show data at game over screen	Omar		1 h	D
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