

# Sprint plan Week 3

Context project: Bust-a-move

Group: 66

User story	Task	Responsible member	Other assigned member(s)	Estimated time	Priority
<b>1. The team has to make assignment 2</b>	Design patterns	Omar	Antony	6 h	A
	Your wish is my command (special balls)	Jeroen	Vito	10 h	A
	20-time (splitscreen)	Antony	Jeroen	8 h	A
<b>2. Fixing bugs</b>	Fix findbugs, checkstyle and variable names	Antony	Vito	3 h	C
	Ball color modulo check	Jeroen	Vito	2 h	C
	Remove non-render stuff from render function	Vito		1 h	C
	Create game over function	Omar	Jeroen	1 h	C
<b>3. The user wants to see their highscore and how they compare to other players</b>	Creating a highscore screen	Antony	Jeroen	1 h	B
	Loading from file	Antony	Jeroen	1 h	B
	Adding new high scores	Antony	Jeroen	1 h	B
	Writing to file	Antony	Jeroen	1 h	B
<b>4. The player wants to see their statistics when they finish a level</b>	Maintain counter	Omar		1 h	C
	Show data at game over screen	Omar		2 h	C

<b>5. The player wants to select different difficulties</b>	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	D
<b>6. Project environment setup</b>	Set correct github .md-files	Omar		1 h	B
	Implement JUnit testing	Vito	Antony	6 h	A