

Sprint plan #4

Week 7

Group 2 - Bubble Bobble

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TI2206 Software Engineering Methods
of the Computer Science curriculum
at the Delft University of Technology.

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User Story	Task	Responsible	Estimated Effort	Priority	Due date
As a player, I want to play with another player.	Add local multiplayer support (Requirements) [ex. 1]	Arthur (Remi)	1	A	13-10-2015 11:55
	Add local multiplayer support (UML) [ex. 1]	Arthur (Remi)	1	A	15-10-2015 23:55
	Add local multiplayer support (Impl) [ex. 1]	Arthur (Remi)	12	A	15-10-2015 23:55
As a player, I want to know my current lives	Add highscores and lives to the UI (Requirements) [ex. 1]	Lars (Laurens)	1	A	13-10-2015 11:55
As a player, I want to know my current score	Add highscores and lives to the UI (UML) [ex. 1]	Lars (Laurens)	1	A	15-10-2015 23:55
	Add highscores and lives to the UI (Impl) [ex. 1]	Lars (Laurens)	6	A	15-10-2015 23:55
	Add software metrics to the repository [ex. 2.1]	Thomas	2	A	15-10-2015 23:55
	Consider design choices and detect 3 flaws [ex. 2.2]	Thomas	8	A	15-10-2015 23:55
	Separate Key Bindings from launcher	Laurens	4	D	15-10-2015 23:55
	Add animated sprites in the game	Laurens (Lars)	4	D	15-10-2015 23:55
	Create the assignment 4 pdf	Thomas	2	A	16-10-2015 23:55