

Sprint plan #2

Week 4

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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Teaching Assistant: Aaron Ang

User Story	Task	Assigned to task	Estimated Effort for Task	Due date
As a player I want the enemy to move around	Requirements for our game improvement (exercise 1) Enemy AI	Thomas, Laurens	Low	22-9-2015 12:55
As an enemy I want to be able to move	RDD for our game improvement (exercise 1) Enemy AI	Thomas, Laurens	Moderate	24-9-2015 23:55
	Implementation of our game improvement (exercise 1) Enemy AI	Thomas, Laurens	High	24-9-2015 23:55
As a player I want to be able to fall through the bottom of the map and reappear at the top.	Requirements for the TA's improvements (exercise 2) Warping	Lars	Low	22-9-2015 12:55
	RDD of the TA's improvements (exercise 2) Warping	Lars	Moderate	24-9-2015 23:55
	Implementation of the TA's improvements (exercise 2) Warping	Lars	Moderate	24-9-2015 23:55
As a player I want to be able to encase enemies in bubbles	Requirements for the TA's improvements (exercise 2) Collisions with enemies	Arthur	Low	22-9-2015 12:55
As a player I want to be able to kill an encased enemy	RDD for the TA's improvements (exercise 2) Collisions with enemies	Arthur	Moderate	24-9-2015 23:55
	Implementation of the TA's improvements (exercise 2) Collisions with enemies	Arthur	High	24-9-2015 23:55
	Implement winning and losing	Remi	Moderate	24-9-2015 23:55
	Implement start & game over screen	Remi	Moderate	24-9-2015 23:55
	Create assignment 2 pdf	Thomas	Low	25-9-2015 23:55