

Sprint plan #1

Week 3

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	Assigned to task	Estimated Effort for Task
-	Review design with RDD (exercise 1)	Thomas, Lars	High
-	Clarify design choices regarding composition, aggregation and parameterization (exercise 2)	Thomas, Lars	Moderate
-	Create class diagrams for hierarchies (exercise 2)	Thomas, Lars	High
<i>When I die, I want to analyze what happened.</i> <i>When the game crashes, I want to analyze why it crashed</i> <i>When there is a collision, I want to be able to find the location where it happened</i>	Implement Logger (exercise 3)	Laurens	Moderate
-	Keyboard; implement multiple keypress handling.	Lars	Moderate
-	Improve Collision Handler	Arthur	High
-	Implement winning and losing	Remi	Moderate
-	Implement level transitions	Remi	Moderate
-	Create assignment 1 pdf	Thomas	Low