

Sprint plan #5

Week 8

Group 2 - Bubble Bobble

Remi Flinterman

4362950, remiflint@live.nl

Arthur Guijt

4377338, a.guijt@student.tudelft.nl

Laurens Kroesen

4350286, l.kroesen@student.tudelft.nl

Thomas Overklift

4080890, t.a.r.overkliftvaupelklein@student.tudelft.nl

Lars Stegman

4365801, l.s.stegman@student.tudelft.nl

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

Supervisor: Dr. A. Bacchelli
Teaching Assistant: Aaron Ang

User Story	Task	Responsible	Estimated Effort	Priority	Due date
As a user I want to be able to change the key bindings.	Add rebindable key bindings to the game [Ex. 1]	Lars (Laurens)	14	A	22-10-2015 23:55
	Implement the factory pattern for Unit types [Ex. 2]	Arthur	7	A	22-10-2015 23:55
	Document the (implemented) observer pattern in Score [Ex. 2]	Thomas (Arthur)	2	A	22-10-2015 23:55
	Write a 1000 word reflection on the project so far [Ex. 3]	Thomas	4	A	22-10-2015 23:55
	Create the sprint 5 pdf	Thomas	2	A	23-10-2015 23:55
	Fix AI behavior for multiplayer	Remi	8	C	22-10-2015 23:55
	Unique sprites for multiplayer 'players'	Laurens (Lars)	2	C	22-10-2015 23:55